

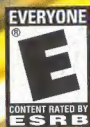
# Who Are You?



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GAME BOY ADVANCE SP

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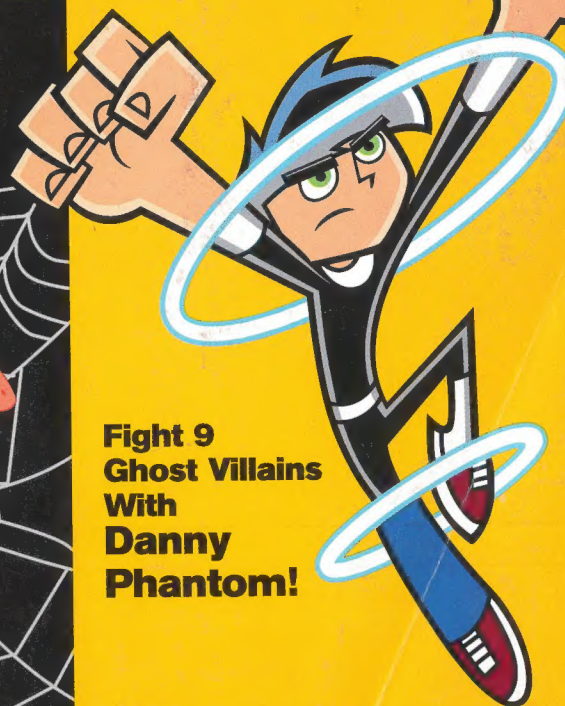
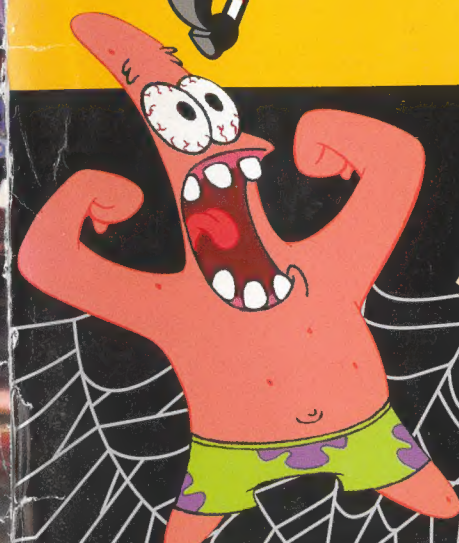
Do you DARE  
look inside?

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# Welcome to the SCARY Issue

We were so frightened by the stories in this issue that we had a hard time actually reading what we wrote. We hope you don't have the same problem.

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NICKELODEON MAGAZINE ISSUE 115 OCTOBER 2005

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Witchy woman

### 3 Things You Should Know About This Magazine

1

When you see this **Real** it means the story is the real deal. It's true.

2

I'm Zelda Van Gutter, Nick Mag's roving reporter. I'm fearless, except when it comes to my own shadow, dog-catchers, rabies shots, fleas... and everything else.

3

A spider just happened to be swinging by while we were working on this skin-crawling issue. So we made it hold our page numbers. ....

CONTINUED





# MORE contents

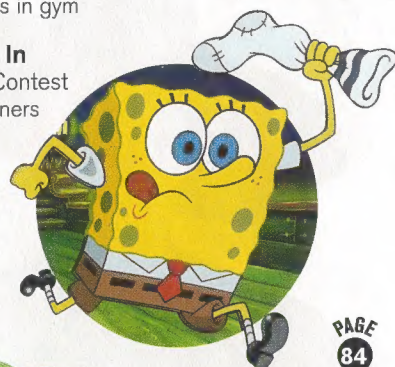
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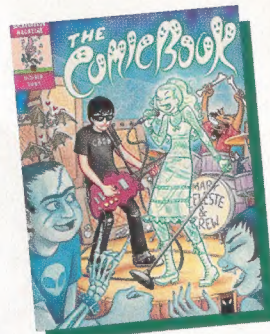
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Soak up the  
new episodes

Go to [www.nick.com/magazine](http://www.nick.com/magazine)  
to find fill-ins, interviews, and stuff  
we couldn't fit into our pages.



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A-mazing villains

# CATCH THE FUN AND ADVENTURE!

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# INSIDE NICK

WHAT'S NEW ON NICKELODEON

Real

## The Princess and the Barrio Boy

Saturday, September 24

Nick salutes Hispanic Heritage Month with *The Princess and the Barrio Boy*, a movie about Sirena, a swimming champ from a wealthy family, who falls for a boy whom her family does not approve of.

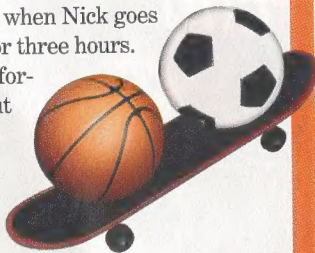
## Worldwide Day of Play

Saturday, October 1, from 12 to 3 PM

Tune out for the second Worldwide Day of Play, when Nick goes off the air for three hours.

For more information about

Let's Just Play, turn to page 80.



## Halloween in TEENick

Sunday, October 30

Get into the spooky holiday spirit with new episodes of *Unfabulous* and *Zoey 101*.

Matthew Underwood as Logan on *Zoey 101*.

## Nick.com News

Take a look at [nick.com](http://nick.com)'s Scream Site for ghoulish games, Halloween e-cards, and updates about what's on when.

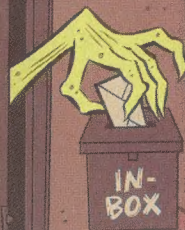
Shows air one hour earlier in the central time zone. Showtimes are subject to change. Check [nick.com](http://nick.com) for details.

There's more news from Nickelodeon starting on page 80.



## LETTERS to the EDITORS

NICK MAG



### About the August issue

Dear Nick Mag,

I loved "World's Worst Camps." I'm pretty sure I went to Camp Drama Queen last year!

Katie P., age 9  
Canton, Connecticut



Dear Katie,

OMG! We could, like, soooo totally hear your whining, even from our offices!

Dear Nick Mag,

I really liked "Shore Things." When I go to the beach, I usually build sand recliners and once I made a turtle. I'm definitely going to add a sand nose to my list this year.

Maggie S., age 11  
West Monroe, Louisiana



Dear Maggie,

Snot a bad idea. You might also want to make the sandwich just in case your turtle gets hungry.

Dear Nick Mag,

I'm not a big fan of flip-flops, but I think the ones in "Flipped-Out Flip-Flops" were pretty cool contraptions.

I'm just wondering one thing: How does the pure-beef one taste?

Reece M., age 10  
Hays, Kansas



Dear Reece,

A little salty, though we're not sure if it's from the ocean or our special sweat sauce.

Dear Nick Mag,

I really liked "More Than Meats the Eye"! It was cool to look at the picture and find the hidden objects. I was tempted to look at the answers but managed not to!

Mallory J., age 10  
via e-mail



Dear Mallory,

We're glad you thought our meat puzzle was well done.

Dear Nick Mag,

I used to fart all the time in my sister's car. Then she cut out the THANK YOU FOR NOT FARTING sign and taped it to the inside of her car. Now I feel so guilty when I fart.

Patrick M., age 11  
via e-mail

Dear Patrick,

There's no reason to feel guilty. But hey, crack that window before someone faints.

Send your letters (include your name, age, address, and phone number) to:

LETTERS to the EDITORS  
NICKELODEON MAGAZINE

PO Box 1529  
Elk Grove Village, IL 60009-1529

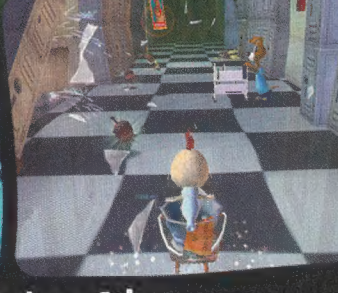
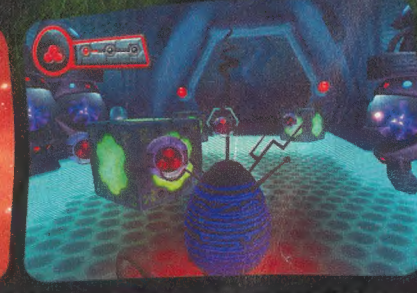
Or e-mail us (with your first name only) at [NickEditor@nick.com](mailto:NickEditor@nick.com).

# Disney's Chicken Little

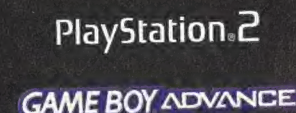
Play as CHICKEN LITTLE and his FRIENDS in the ADVENTURE OF A LIFETIME, as they battle to SAVE THE WORLD from an ALIEN INVASION!



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# This is who works here.

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**LABORATORY RESULTS:** Eyes of Carmen Morais mixed with eye of newt, Julie Winterbottom on ice.

**LABORATORY PROCESSES:** A hybrid of Chris Duffy and Dave Roman.

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# THE CELEB PAGE

Real

We asked these celebs about their most memorable Halloween costumes.



**Dakota Fanning**  
of *Dreamer* and *War of the Worlds*

I was Scarlett O'Hara from *Gone With the Wind*—that was my favorite. I was also a fifties car hop girl, and I had bright pink lips, blue eye shadow, and fifties glasses.



**Randy Jackson**  
of *American Idol*

I went as Superman when I was ten and I really believed I was him. I thought I had special powers.



**Tina Majorino**  
of *Napoleon Dynamite*

I was a large banana. I got a banana suit for my sixteenth birthday. That was the best.



I bet it was dynamite.



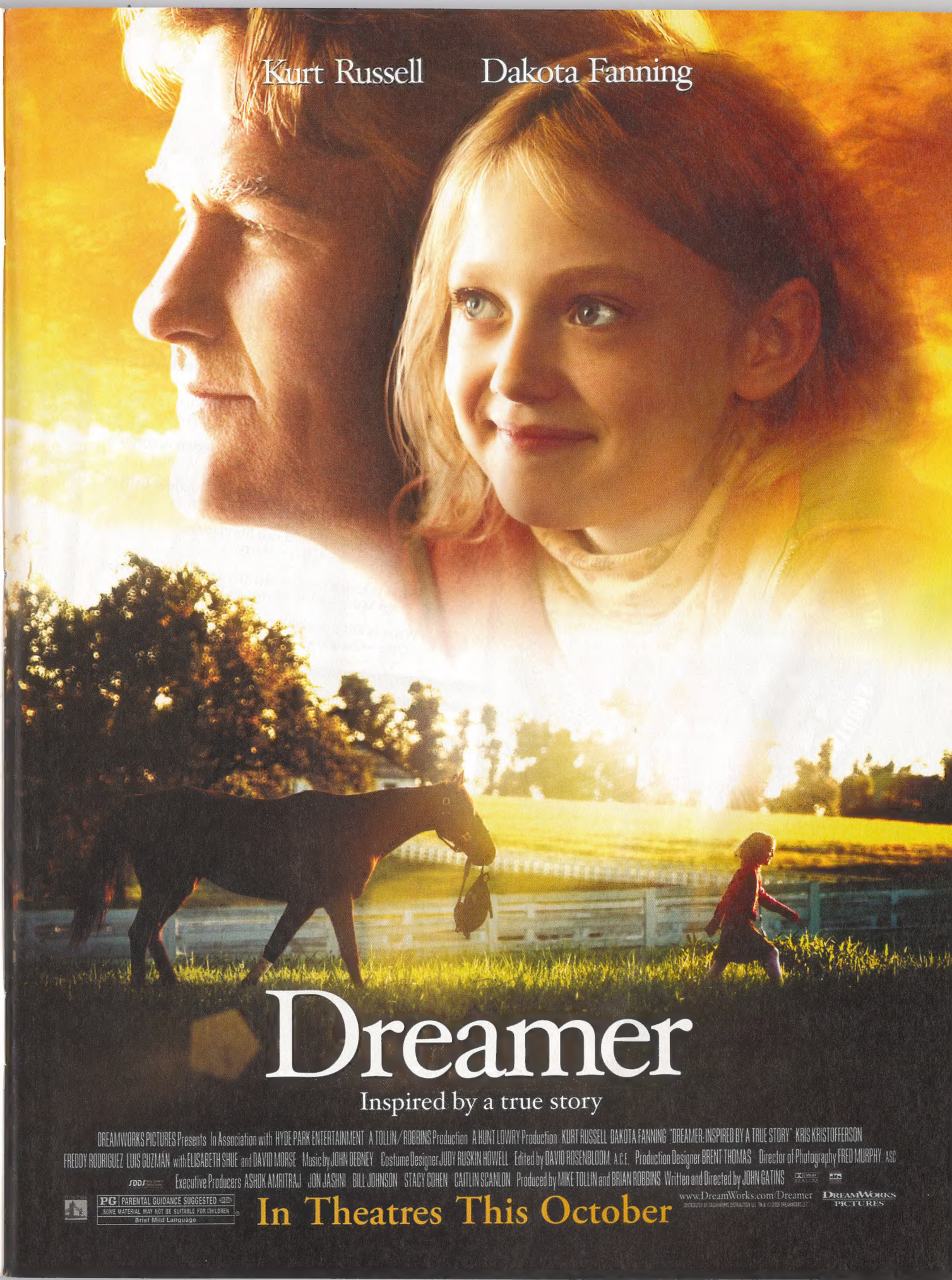
**Johnny Depp**  
of *Charlie and the Chocolate Factory*

When I was about three or four years old, my mom and dad dressed me up as a hobo. The only difference between what I looked like then and what I look like now is that they drew on more beard than I can actually grow.



**Raven**  
of *That's So Raven*

I was Krumm from *AAAHH!!! Real Monsters*, and my armpits really did stink. I used the fart-in-a-can stuff. I'm so not a girly girl.



## Dreamer

Inspired by a true story

DREAMWORKS PICTURES Presents In Association with HYDE PARK ENTERTAINMENT A TOLLIN/ROBBINS Production A HUNT LOWMY Production KURT RUSSELL DAKOTA FANNING "DREAMER: INSPIRED BY A TRUE STORY" KRIS KRISTOFFERSON  
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Brief Adult Language

In Theatres This October

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# Think you know your Nick?

Take this Trivial Pursuit® for Kids: Nick Edition challenge! Which piece of the pie is your Nick knowledge in?



- What's NOT true about Rugrat Chuckie's shoes? they're red—they're untied—they light up
- How many pounds does Amanda weigh according to her #1 fan? 98.7—100—110
- Where does Timmy Turner battle Shredder Balls of Doom? Mars—mini golf—video game
- What does Squidward call his clarinet? licorice stick—Clary—Harry
- What is Helga's secret identity in Arnold's movie? Deep Voice—Deep Throat—Deep Creep
- What is Otto Rocket's real first name? Otto—Oswald—Orson

- What Netherworld royal title does Eddie on Rocket Power claim? king—lord—prince
- What was a kiddie pool filled with to tempt Drake's sweet tooth? soda—chocolate milk—hot fudge
- What city does Romeo and the Miller family live in? Los Angeles—Orlando—Seattle
- Who's the "lady" in the "She's a Lady" song at Eliza's boarding school? Darwin—Donnie—Nigel
- What's the real name of Harriet the Spy's nanny? Golly—Madeline—Catherine
- How many Santas are there in the ChalkZone? 2—4—8

Once you've mastered these questions, check out Trivial Pursuit® for Kids: Nick Edition and challenge your friends to crown the biggest Nick-Know-It-All!

answer key: card 1—they light up, 98.7, video game, chocolate milk, Seattle, Darwin, Donnie, Catherine, 8

# TAKE A SPIN AROUND BIKINI BOTTOM!

cut out this saltwater-soaked spinner and see what's in store for you in Bikini Bottom.



## Here's How!

ALL YOU NEED IS A PAIR OF SCISSORS AND A PAPER CLIP!

\* Make sure your parents know you're using scissors!

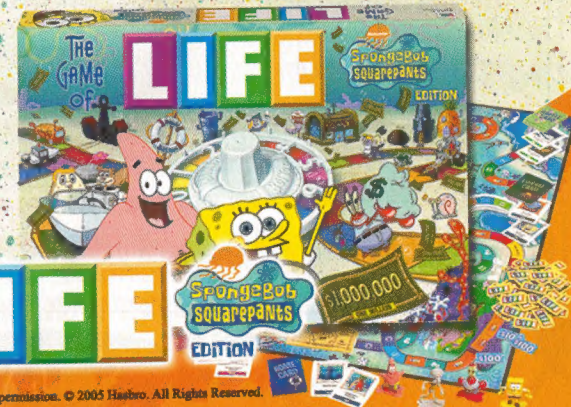
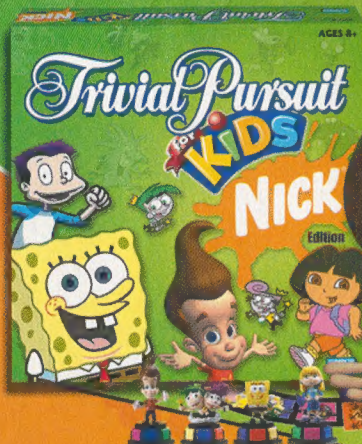
1) Cut out the spinner and pointer arrow from this page along the dotted lines.

2) Bend a paper clip into an L shape and pop one end through the bottom of the spinner through the blue dot to create the pointer arrow holder.

3) Then carefully punch a hole in the pointer through the blue dot, slide it onto the paper clip and SPIN!

LOG ONTO HASBRO.NICK.COM FOR MORE!

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# shorts & briefs

All the stories that are too short or brief to print... yet we do anyway!



Recently, Nick Mag staffers Rachel Roswal and Ed Bozek got married. Their story is very romantic, but totally wrong for this Scary issue. So we made six facts about the newlyweds more frightening by changing just one letter in each sentence. Which words were changed?

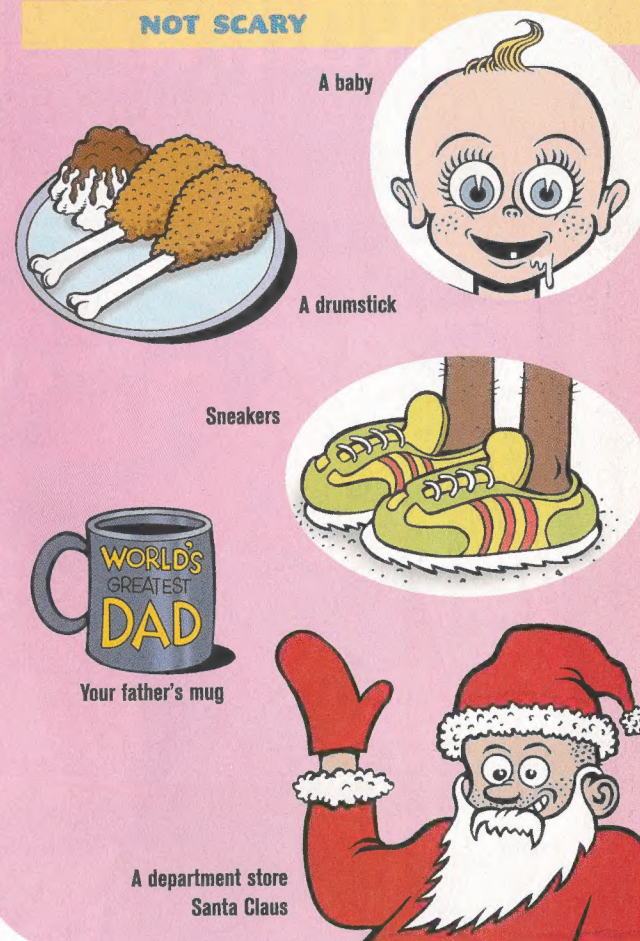
- Ed and Rachel met in high school, where Rachel worked on the fearbook and Ed was on the track team.
- To make a long story short, they both ended up at Sick Mag.
- In his spare time, Ed has made several animated movies and is also an avid poker slayer.
- Rachel enjoys talking about her home stake.
- They both like to watch TV and movies, like Scar Wars and The Goonies.
- The newlyweds are thinking about getting a pet bat—and maybe even more than one.

Answers on page 97.

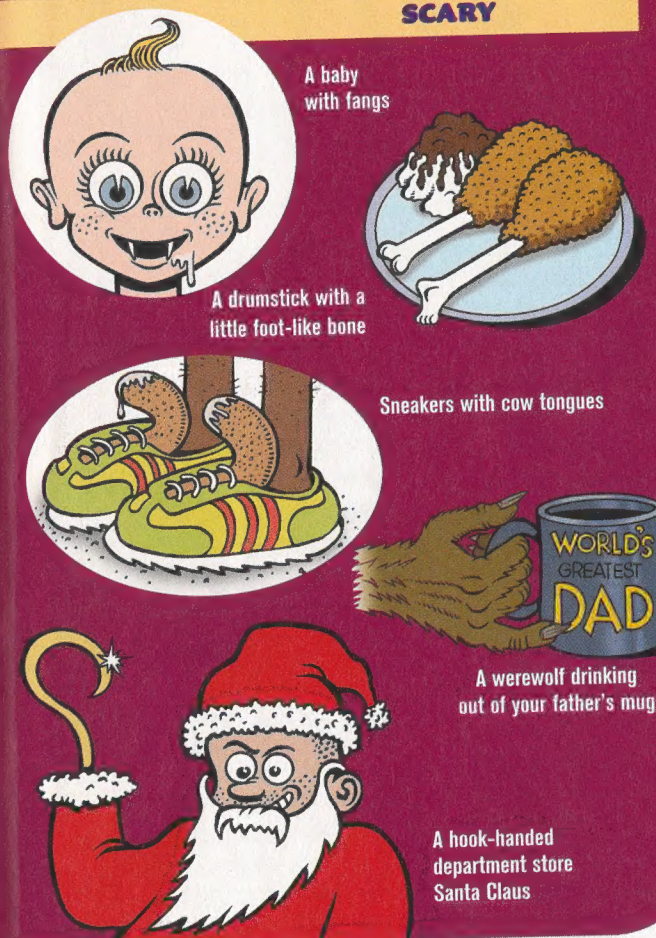
NICKELODEON MAGAZINE OCTOBER 2005

## From Cute to Brute

### NOT SCARY



### SCARY



A front porch light is not scary, but a flickering front porch light sure is. Here are some other ways to take seemingly harmless things and make them seriously sinister.

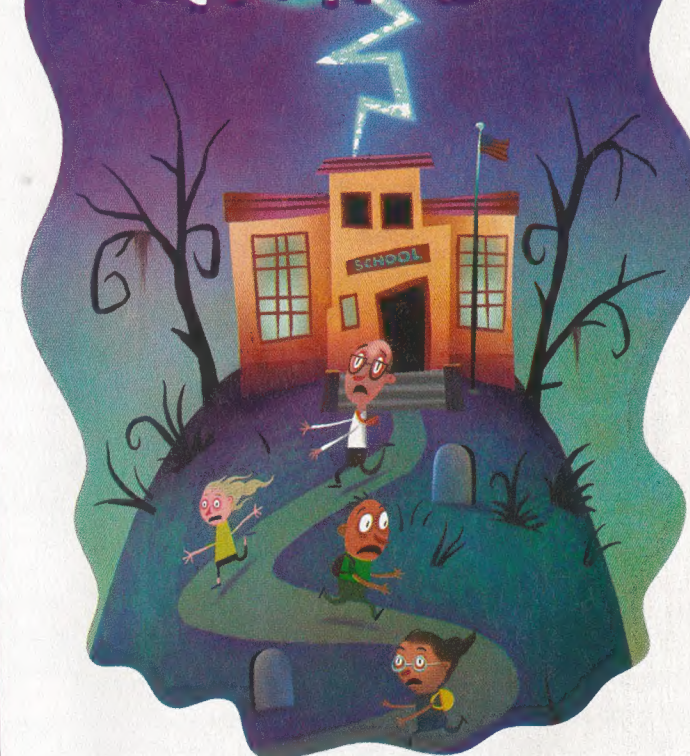
## How to Tell That Halloween Is Really Over



Here are some clear signs that it's time to hang up the old trick-or-treat bag until next year.

- People have run out of candy and started giving you old newspapers and socks.
- You have hit up every house in the neighborhood for candy...twice.
- Your candy bag is so full that you just pulled a muscle.
- Residents ask you to take out the garbage on your way out after trick-or-treating at their door.
- The calendar says November 1.

## Is Your School HAUNTED?



If three or more of the following sentences describe your school, call an exorcist, quick!

You constantly feel like you're being watched.

Things like your homework or a textbook disappear just when you need them most.

There's lots of talk about "school spirit."

You hear kids' moans and cries echoing down the hall.

Some sections of school are inexplicably colder than others.

You've overheard teachers whispering about the "little monsters" in their classes.

Sometimes there's a mysterious rattling and banging noise, which your teacher tries to pass off as "the heat coming up the pipes."

The principal often appears out of nowhere.

At the end of the day, everyone runs away from the place as fast as they can.

NICKELODEON MAGAZINE OCTOBER 2005



# The Scary Truth Real

Steven Stern gathered up all his courage and found the answers to these scary questions.

## Why do many people enjoy watching scary movies?

There are probably lots of reasons, but one is that it's fun to feel danger while knowing that you're really safe. No matter what happens on the movie screen, some part of your mind knows that you're still just sitting in your seat. This is the same thing that makes riding a roller coaster feel like a thrill.

Scientists think there may be a second reason why people like scary films. Your body sometimes reacts as though the danger were real and sends chemicals called endorphins into your bloodstream. These are natural painkillers that can cause a kind of rush and make you feel good—which keeps you coming back for more scary movies.

## Can your hair really turn white when you're frightened?

Being so scared that it makes your hair turn white is definitely just a legend. Hair is actually dead tissue. The only way hair can change color is by growing out from the roots in a different color, and that takes weeks. There are situations where someone could seem to have suddenly gone gray, though. Occasionally, extreme emotional stress, such as depression, can cause much of a person's hair to fall out. For some reason, this seems to happen to darker hairs more than to white ones—so someone with a mixture of white and dark hair can appear to have gone gray overnight.

## Why are nightmares called nightmares?

The *mare* in *nightmare* doesn't refer to a horse but to a kind of evil spirit. Centuries ago, people in England used to think that a demon, called *mara* in Old English, appeared during the night and sat on a person's chest, causing bad dreams and nearly suffocating pain. The words for *nightmare* in other languages tell very similar stories. □



# Gear Up For Fun!

On DVD  
Sept. 27<sup>TH</sup>



PG  
Some brief language and suggestive humor  
© 2005 TWENTIETH CENTURY FOX HOME ENTERTAINMENT LLC. ALL RIGHTS RESERVED.



# The FRIGHT STUFF

Do you have the guts to handle the weird, the scary, and the bloodcurdling? Take this test and see.

- 1 You're walking through a graveyard at night, and a wide-eyed, drooling zombie tries to take a bite out of your right arm. You:**
- a. run as fast as you can, as far as you can.
  - b. say, "Sorry, no meat until you've finished your vegetables."
  - c. use a nearby shovel to drive him back into the grave.



- 2 You're stuck in a creepy Transylvanian castle at night. A bat flies into your room and flits dangerously close to your neck. You:**

- a. jump out the window and head for the next train leaving Transylvania Station.
- b. test the bat's hitting skills by throwing it a slow curveball.
- c. order a garlic pizza from room service (since you know vampires detest garlic), eat the whole thing, and turn in for the night.



- 3 A mucus-encrusted ghoul enters your house and stares at you. You:**

- a. shriek your head off...and his, too, so now there's a headless mucus-encrusted ghoul in your house.
- b. stare right back in disbelief, and now the two of you are locked in a staring contest for the next few centuries.
- c. hand him a bar of soap, point him toward the shower, and tell him not to come out till he's clean.



- 4 A witch with five warts on her nose flies up to you and offers you a bubbling blood smoothie with a free eye-of-newt boost. You:**

- a. tell her you love eye of newt, drink it quickly, and wind up being her dinner.
- b. turn down the smoothie but offer to take her to a spa for a facial instead.
- c. pretend to drink the smoothie, then spit the boiling concoction into her face and use her broom to sweep her out of your room.



- 5 The moon is full. Suddenly, your nails turn into claws, hair sprouts all over your body, and your teeth turn into long, sharp fangs. It occurs to you that:**

- a. you're a werewolf. Quick! Chain yourself in a dungeon until sunrise!
- b. you're a werewolf. Quick! Get a haircut and a manicure and have your teeth pulled!
- c. you're a werewolf! Quick! Howl and attack human beings!

## RESULTS

- If you have at least two **A** answers: You're so wimpy that you're not even fit to go trick-or-treating.
- If you have at least two **B** answers: You've got some guts. Hopefully, a zombie won't devour them.
- If you have at least two **C** answers: Nothing fazes you. You're so brave that it's frightening.



Hey, I love your look!

NICKELODEON MAGAZINE OCTOBER 2005

ADVERTISEMENT

# HAS DANNY FINALLY MET HIS MATCH?



FRIDAY, SEPTEMBER 16TH @ 8PM

\*ET/PT. Check TV listings for showtimes in your area.

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# What's YOUR Game? Personality Quiz

Find out which Game Boy Advance game matches your personality. Answer each question and follow the colored arrows to discover the game for YOU!

Start

- A. Are you the type who uses your brainpower to unlock puzzles and mysteries?
- B. Are you more the type who enjoys a physical challenge?

A

B

- A. Do you have a knack for getting out of sticky situations?
- B. Do you crave uplifting adventures?

A

B

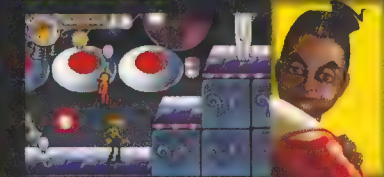
- A. Are you the type of person who always has a good understanding of things?
- B. Are you the type of person who doesn't always know which way is up?

A

B



**Your Match Is:**  
Charlie and the Chocolate Factory  
Step inside the magical world of Willy Wonka's famous chocolate factory. Help the Oompa-Loompas restore order to the factory by solving mystifying puzzles and using inventive candy powers.  
Available Now



**Your Match Is:**  
Yoshi Topsy-Turvy  
Tilt the world around Yoshi by moving the Game Boy Advance side to side, causing enemies to roll around and bounce items all over the place.  
Available Now



**Your Match Is:**  
DK: King of Swing  
King K. Rool has stolen the special medallion meant for the new king of the jungle. Donkey Kong and his friends must swing their way through the jungle to retrieve the medallion.  
Available Now



For more, go to:  
[www.gameboy.com](http://www.gameboy.com)

- A. Are you the type of gamer who likes to play on a team bigger than two?
- B. Do you like to go it alone or play as a pair?

A

B

- A. Do you like playing for the bad guys once in a while?
- B. Do you love gadgets and have to be one of the good guys?

A

B

- A. Do you love comic books and helping those in need?
- B. Have you always wanted to star in a movie adventure?

A

B

Continue the personality quiz at  
<http://nintendo.nick.com>



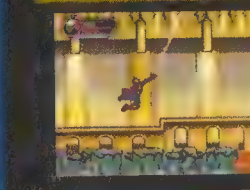
**Your Match Is:**  
Dragon Ball GT: Transformation  
Play as one of seven DBGT® characters and face off against General Rilldo™, Luud™, Baby™, and other intergalactic villains.  
Available Now



**Your Match Is:**  
Disney's Kim Possible 3: Team Possible  
Kim teams with Ron Stoppable to battle evil villains such as Monkey/Gorilla Fist, Señor Senior, Jr., Shago, and the evil Dr. Drakken to save the world!  
Available Now



**Your Match Is:**  
Ultimate Spider-Man  
Play both sides as you take on the role of superhero Spider Man and supervillain Venom. Experience a living comic book that literally brings the comic to life in every action-packed frame.  
Available Now



**Your Match Is:**  
Star Wars Episode III: Revenge of the Sith  
Discover Jedi abilities, including the Force Push and Jedi Mind Trick, as you battle against real Star Wars heroes and villains, including General Grievous and Count Dooku.  
Available Now





# Risky Businesses

Marc Tyler Nobleman braved a conversation with three courageous people about their terrifying jobs.

Real

## Big Cat Wrangler

**Jamie Ruscigno** raises lions, tigers, and cougars on her Texas ranch and trains them for roles in commercials and movies.

**NICKELODEON MAGAZINE:** How did you learn to work with big cats?

**JAMIE RUSCIGNO:** I had on-the-job training. There were two male lion cubs on a ranch where I worked. It was really busy there, and the [owners] needed help raising them. So I became the cubs' mom.

**How do you stay safe when you work with the big cats?**

You have to read the animals' moods, not take any risks, and pay attention [to what they're doing] at all times. We always have at least two trainers on the set [of a movie or commercial], just in case something happens.

**What has been your scariest moment on the job?**

I got jumped by a five-hundred-pound male lion that I raised. He was just playing, but he sent me flying about twenty feet. Then he sat on me and licked me.

**How do you keep the animals from getting spooked on the set?**

Cats are afraid of anything they've never seen before. To make them feel secure, we put them in a roll cage, a cage with wheels. Then we let them see what they're afraid of. For *Flicka* [an upcoming movie about a wild horse], we had to get the cougars to attack a fake horse head. But they were scared of it. To help them figure out that the head wasn't going to get up and kill them, I sat it outside of their roll cage so they could stare at it all day and night.

I'd rather watch cable.



SAY "AAAAHHH": Jamie poses with her furry pal.

**What do you do if an actor is scared of working with the animals?**

It's really tough. Sometimes we'll put a safety cable [a type of leash that is secured to the ground] on the cats. Most of the time, we'll shoot the [scenes] between the performer and cat separately.

**Can cats tell when you're afraid?**

Absolutely. When they know you're scared or you're having an off day, they'll mess around with you. They might try to swat at you or bite you.

**Why do lions roar?**

They roar when they're angry or when they're calling out to members of their pride. *Roar* is just a general term for the sound they make.

**Do people ever get too comfortable with the cats?**

Yes. A lot of people want to stick their fingers in the cage because the cats are really cute. But you can't—your fingers look like food to them.

**If big cats don't scare you, what does?**

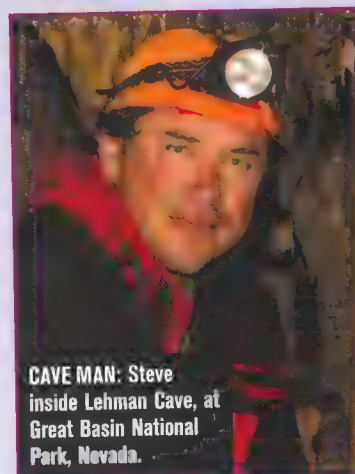
Spiders and snakes.



PUCKER UP: The trainer and her cougar.

## Spelunker

**Steve Deveny** and his team study unexplored caves in southern Nevada and draw detailed maps of them.



CAVE MAN: Steve inside Lehman Cave, at Great Basin National Park, Nevada.

**NICKELODEON MAGAZINE:** When did you realize that you wanted to be a caver?

**STEVE DEVENY:**

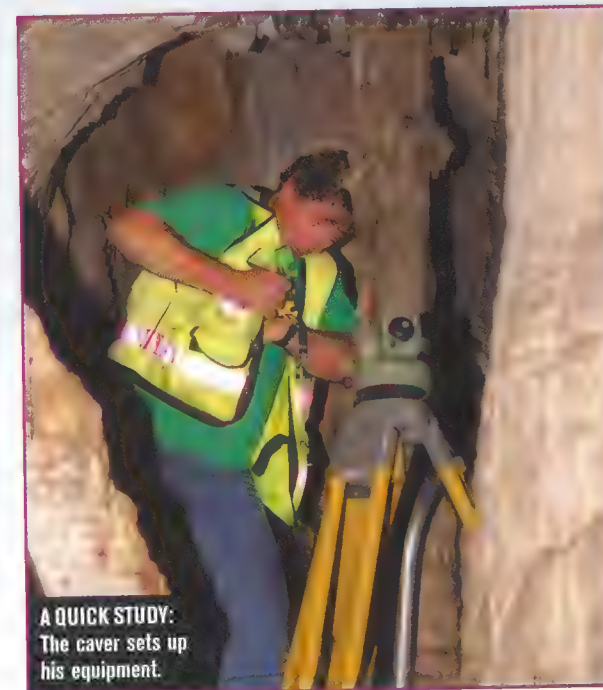
The first time I went into a cave. Our world is very noisy, stressful, and complex. A caving environment is calming and soothing. But it's also very exciting—you never know what's around the next corner.

**What's the most challenging thing about mapping a cave?**

To make a good, accurate map, you have to take your time. But sometimes you're so excited to be in a new cave that the only thing you want to do is run straight forward and see what's in there.

**Have you ever felt claustrophobic?**

I was once. Inside Pinnacle Cave [in Clark County, Nevada], there is a small crawl space about fifteen feet long, at a forty-five-degree angle. When you get into it,



A QUICK STUDY: The caver sets up his equipment.



THE HOLE STORY: Steve squeezed through this crawl space (right) at Soda Straw cave.

**How do you know if there's not enough air in a cave?**

When there's a lack of oxygen, people start talking funny or doing weird things. The person who is not showing symptoms will pull everybody back.

**Have you ever gotten lost?**

Yes. I've gotten lost a few times in caves because I was tired. I ended up going down the wrong passageway on the way out of the cave. When you realize you've messed up, you can't panic. Eventually, you'll find your way out.

**What are some of the weirdest cave creatures that you've seen?**

Albino crickets. They're pure white and have no eyes.

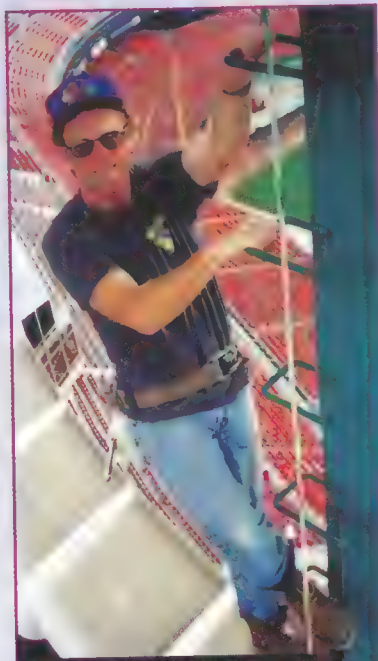
**What are you afraid of?**

Heights and tight crawls, that's why I started climbing and caving. I like to control my fears.

CONTINUED



## more Risky Businesses



**STANDING ROOM ONLY:** Jim climbs a light tower at a ballpark in San Francisco, California.

### Steeplejack

**Jim Phelan is a California-based steeplejack, a person who climbs the outside of tall buildings or structures to paint or repair them.**

**NICKELODEON MAGAZINE:** Why did you become a steeplejack?

**JIM PHELAN:** I'm a third-generation steeplejack. My father started in his early teens. The buildings were a lot shorter then; he worked mostly on church steeples.

**Did he ever take**

**you to work when you were a kid?**

Yes. When I was ten, my younger sister and I climbed the ladders inside of a steeple. My dad was right behind us. His body encircled ours, so there was no way we could fall.

**Did your sister join the family business, too?**

Yes, she's done a lot of work. She's a steeplejill. [laughs]

**When was the first time you scaled the outside of a building?**

When I was twelve or thirteen, my father had me rappel [slowly slide down a rope] down the side of a building [that he was working on]. It was probably seven stories, but it seemed like seventy stories. I had a safety harness on, so it was safe.

**What's the highest structure you've ever climbed?**

A television tower. It was 2,015 feet tall [which is about 201 stories high].

**Have you ever gone skydiving?**

No, but I went bungee-jumping in Las Vegas [Nevada]. I'm not going to do it again. I didn't like the sensation of falling off a tower.

**Have you had any scary moments on the job?**

Yes. When I was working on the Bay Bridge [in San Francisco, California], I was swinging and climbing from beam to beam without wearing a safety harness. One time my feet missed the beam and I nearly ended up in the bay. I was two hundred and twenty feet above water. That was a wake-up call.

**What scares you?**

The ocean. ☐



**TAKE A POLE:** The steeplejack works on a flagpole in Monterey, California.



**HIGH THERE:** Jim repairs a tower used to record weather conditions.



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**FASHION FEVER**



# Can You **Fear** Me Now?

Hearing cries of panic coming over their phones, the kids below think something horrible is happening on the other end. But there's an innocent explanation for what they're hearing. Can you match up the frightened listeners and their melodramatic friends? We did one for you.

Answers on page 97.  
by Andrew Brisman



IF YOU CAN'T HANDLE  
**14,000 POWER.**  
MAYBE YOU SHOULD  
**PLAY WITH DOLLS.**

星光

**THUNDERCHARGE**  
OF ULTRA DESTRUCTION  
デュエルマスターズ  
**DUEL MASTERS**  
TRADING CARD GAME

**AVAILABLE  
NOW!**

Ultra-destroy your opponent with the 14,000 power, triple-breaker *Headlong Giant*! Bring down the thunder with *Charger* spell cards like *Riptide Charger* and *Energy Charger*! And as a bonus, we've included power-light *Rondobil*, the *Explorer* and double-breaker *Valkrowzer*. Ultra *Rock Beast* just for the sake of more DESTRUCTION!

[DUELMASTERS.COM](http://DUELMASTERS.COM)



# Day or Night, kids are always on the mooove in search of this candy favorite.

Unscramble the puzzle and see if you can find what our friends are searching for.

gstihfahll

thonwgli

dprise

kapckabc

lomnulof

Hint: With their cream center surrounded by chewy caramel, you'll want to get a herd of them.

You can find the solution, go to the Gamze Zone under "Things to Play" at [www.goetzecandy.com](http://www.goetzecandy.com)



Available in Vanilla, Chocolate and Strawberry Cream

# WE DARE YOU!

IS YOUR GROSS FACTOR HUGE? EXTREME?? OR GHASTLY???

Take this aMOosing quiz to find out your gross factor. As you follow the trick-or-treating path, you'll earn blood, brains, or bones. Mark them on your scorecard and tally them when you're through. Do it yourself or challenge your friends to see who is the grossest one of all!

START

Your mom threw your vampire fangs in the garbage! What do you do?

- a) Borrow your grandmother's false teeth.
- b) Get them out of the garbage can and wear them.

Can you belch "Happy Halloween"? If you can, you earn a bag of bones!

You have forgotten your trick-or-treat bag. What do you do?

- a) Use one of your dirty gym socks.
- b) Share your friend's bag and divide the loot later.

Trick or treat! Smell my feet!

- a) Touch your foot to your nose for a bag of bones.
- b) If you can smell your feet without touching your nose to your toes, you earn a box of brains!

You've just stepped in something smelly and awful. What do you do?

- a) Wipe your feet on Mrs. Smith's welcome mat.
- b) Blame the smell on your little brother.

A pack of nasty raccoons has stolen your Cow Tales®. To retrieve your favorite candy, drop to your knees and howl at the moon for 15 seconds.

If you can, you earn a bucket of blood!

SCORECARD	PLAYER 1	PLAYER 2	PLAYER 3
BUCKET OF BLOOD			
BAG OF BONES			
BOX OF BRAINS			
TOTAL			

END

Scored mostly Buckets of Blood?  
Your gross factor is huge!  
Scored mostly Bags of Bones?  
You've got an extreme gross factor!  
Scored mostly Boxes of Brains?  
You're ghastrly gross!



[www.goetzecandy.com](http://www.goetzecandy.com)





# FINGER-LICKING GOOD COOKIES

Real

These scary monster finger and toe cookies will have your friends and family hiding under the kitchen table at snack time.

## What you'll need:

- 2 sticks butter
- 1 egg
- 1 cup confectioners' sugar
- 1 teaspoon vanilla extract
- 2½ cups all-purpose flour
- 1 teaspoon baking soda
- 1 teaspoon salt
- 1 teaspoon sweetened cocoa powder
- 1 tablespoon green food coloring
- Optional: sliced almonds, ¼ cup confectioners' sugar, red food coloring, and gauze

## You'll also need:

- a microwave
- a large mixing bowl
- an electric mixer
- a measuring cup
- measuring spoons
- a small spoon for mixing
- plastic wrap
- 1 or 2 medium-size ungreased cookie sheets
- a butter knife
- **an adult to help**

**PREPARATION TIME:** About an hour (half of that time is for freezing the dough). Makes about 40-50 fingers or toes.

## ALMOND NAILS

Before you start, decide if you want chocolate nails or almond nails or both. The instructions for chocolate nails are in step 1. For almond nails, you won't need to do anything until step 7. While you're baking the cookies, choose almond slices that look like fingernails. Then stir ¼ cup of confectioners' sugar and a teaspoon of water in the measuring cup until the mixture is gooey. Dip one side of an almond in the paste, then put it on the tip of the cookie and let it dry.



Use the mixer to beat the softened butter until it's creamy. Add the egg, confectioners' sugar, and vanilla extract and beat until it's smooth. Next add the flour, baking soda, and salt, and blend again.

**If you are making chocolate nails,** set aside a heaping tablespoon of dough in the measuring cup. Add the sweetened cocoa powder to this dough and blend it thoroughly with the mixer. Cover the measuring cup with plastic wrap and put it in the freezer to chill. Then add a tablespoon of green food coloring to the large bowl of dough and mix it again.

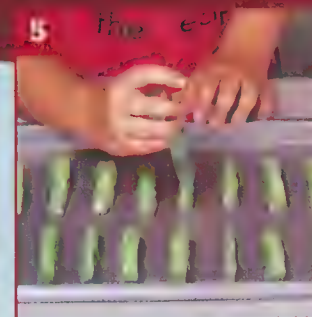


Cover the cookie sheet with a piece of plastic wrap and put the green dough on it. Using your hands, flatten the dough into a large rectangle about 12 inches long, 5 to 6 inches wide, and about ¼ of an inch thick.

Fold up the sides of the plastic wrap to give the dough a rounder, more even edge. Cover the dough with more plastic wrap and put it in the freezer for 30 minutes. If the cookie sheet is too large for your freezer, slide the dough onto a smaller, flat surface that will fit (such as a plastic cutting board). Now preheat the oven to 325°.



After the green dough has frozen, take it out of the freezer, remove the top plastic wrap, and use the butter knife to cut about 20-25 horizontal slices. Then cut the whole thing in half lengthwise.



Use the butter knife to make three little knuckle marks toward the front end of each rectangle. Slightly squeeze the dough above and below the knuckles to give the digits a more realistic shape. Then use your fingers to round the square edges so they are shaped more like fingers or toes. If the dough becomes sticky or hard to work with, return it to the freezer for a few minutes to let it reharden.



Using your thumb, press down slightly on the fronts of each digit to create an indent for the nails.



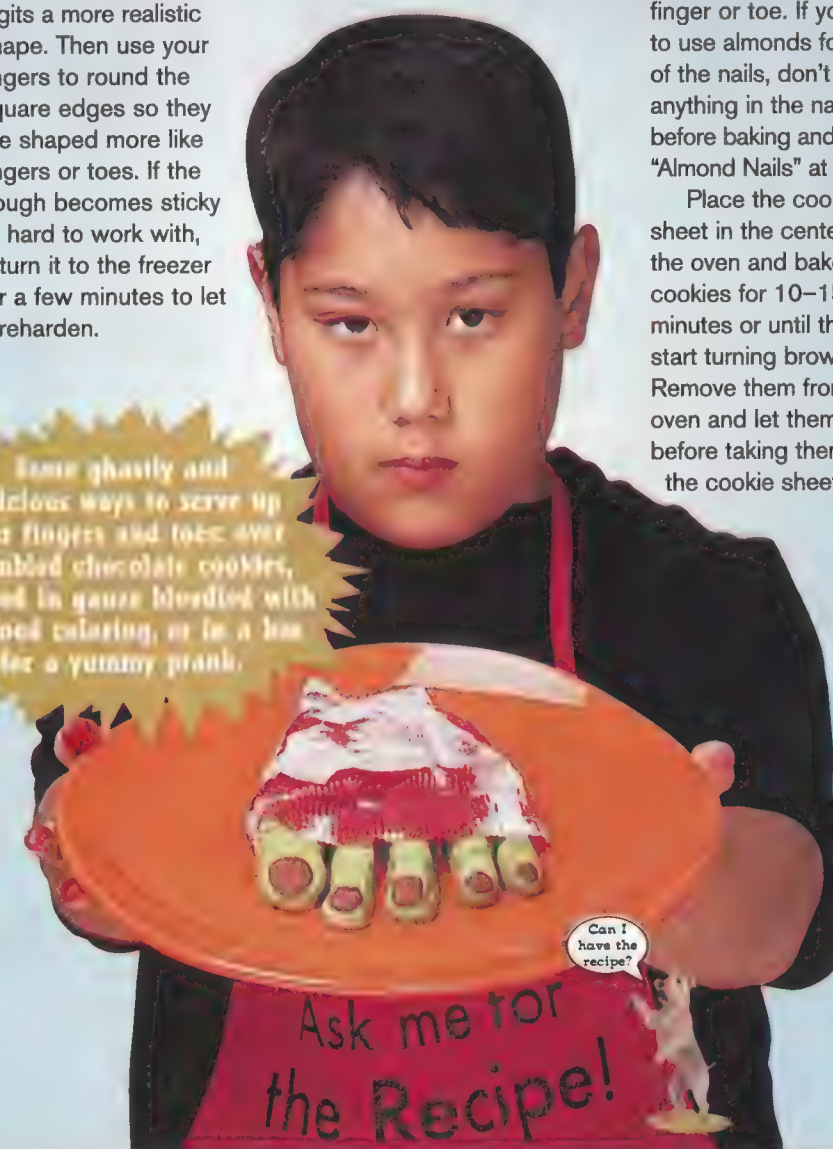
Next create the nails. Take the brown dough out of the freezer and roll it into little pieces about the size of a pea. Flatten them and place them on the tip of each finger or toe. If you want to use almonds for some of the nails, don't put anything in the nail area before baking and see "Almond Nails" at left.

Place the cookie sheet in the center of the oven and bake the cookies for 10-15 minutes or until the sides start turning brown. Remove them from the oven and let them cool before taking them off of the cookie sheet. □



When you're done, slide the plastic wrap off of the cookie sheet, break apart the individual rectangles of dough, and place as many of them as possible on the cookie sheet about an inch apart. Wrap the remaining rectangles and store them in the freezer, or if you have another cookie sheet, place them on it and place that in the freezer as well.

Some ghastly and delicious ways to serve up your fingers and toes: over crumbled chocolate cookies, wrapped in gauze blebbed with red food coloring, or in a box for a yummy prank.



Can I have the recipe?

Ask me for the Recipe!



# NICK

## LET'S JUST

## PLAY

## GIVEAWAY



# ENTER TODAY AND STAND UP FOR PLAY!

**YOU CAN MAKE A DIFFERENCE!**  
Each month, at least 20 kids will win a \$5000 AWARD  
for their school or neighborhood.

Why not you? Look for the Let's Just Play Giveaway  
application in this issue or go to [nick.com](http://nick.com).

Fold this page along the dotted line and carefully tear it out.

# SCARY PRANK KIT

The people who wrote this scary prank kit  
got so scared working on it that they're now  
in a lunatic asylum. Oh well, at least we  
didn't have to pay them!

Cut out this menu  
and leave it where your  
family will find it. Tell them it's  
from a new restaurant  
in town.

Cut this out  
and tape it over  
a light switch  
cover.



Cut out this sign and place it on an unsuspecting  
family member's pillow or bedroom door.

## WARNING!

DO NOT LOOK UNDER THE BED!

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**\$1.99\*** an issue!



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Child's Birthday (optional) \_\_\_\_\_

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City \_\_\_\_\_

State \_\_\_\_\_

Zip \_\_\_\_\_

Parent's e-mail address \_\_\_\_\_

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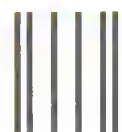
# NICK

## LET'S JUST PLAY

# GIVEAWAY

## ENTER TODAY

Thanks for your order!



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# SCARY PRANK KIT

The people who wrote this scary prank kit got so scared working on it that they're now in a lunatic asylum. Oh well, at least we didn't have to pay them!

Cut out this menu and leave it where your family will find it. Tell them it's from a new restaurant in town.

Cut this out and tape it over a light switch cover.

## DeCapitato's



*"We always use our heads!"*

## Menu

### Starters

Geek Salad  
Goose Bump Pâté

Leg Rolls (2)  
Tuscan White Brain Soup

### Entrées

Catch of the Day: Leprosy  
Foot-long Halloweeners  
Franks and Bens  
Leg of Lynn

Jimmy's Famous Ribs  
Jimmy's Famous Lungs  
General Tso's Chicken  
General Tso

A NEW SERIES  
**JETIX**



Cut out this sign and place it on an unsuspecting family member's pillow or bedroom door.

# WARNING!

DO NOT LOOK UNDER THE BED!

## WE REPEAT:

DO NOT LOOK UNDER THE BED!

Do not even get your toes near the edge of the bed...unless you like having them bitten off!





# NICK

# GIV

Cut out this sign and place it on an unsuspecting family member's pillow or bedroom door.

Due to a previous engagement,  
we regret to inform you  
that the Tooth Fairy can't  
make it tonight.



The **TOOTH OGRE** will be  
coming instead.

## more SCARY PRANK KIT

Cut this out  
and tape it over  
a light switch  
cover.

Cut out this menu  
and leave it where your  
family will find it. Tell them it's  
from a new restaurant  
in town.

### Sides

French Fangs  
Butt Nut Squash  
Bunion Rings

House of Wax Beans  
Ken on the Cob  
Bobby Ganoosh

### Desserts

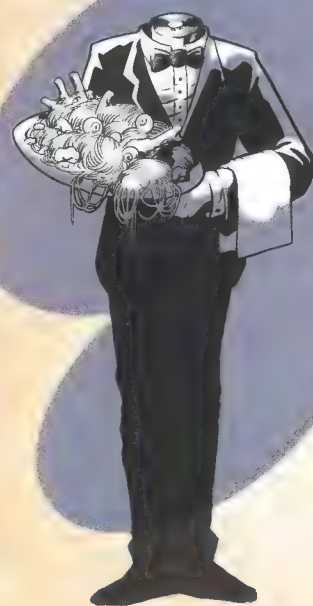
Scream Cheese Cake  
Mummy's Apple Pie  
Tirami Sue

### Sandwiches

Roast Biff on a Roll  
Smoked Sam on a Bagel  
Fillet o' Fisherman  
A Swiss on Rye

### Beverages

Bloody Shakes  
E. Cola



We use  
only the freshest,  
most recently dead  
ingredients!

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Open late.



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# Spooky Spaces Real

Here are six attractions from around the United States that may bring you some freaky frights this Halloween season—if you're in the neighborhood.

by Evelyn S. Poitevent

## The Beast

Kansas City, Missouri

**Haunted History:** A family-run summer theater company opened The Beast in 1991. With props, sets, and costumes—and not much to do in the fall—the family began staging haunted houses.

**Do You Dare to Enter?** At The Beast, visitors meander on their own through scary scenes, and it's up to them to find their way out. Guests explore the streets of Jack the Ripper's London (right), get uncomfortably close to a crazed pirate, wander through the dark Werewolf Forest, and more. When they've had enough, they exit by a four-story slide.



Jack the Ripper



STAR PUPILS: This monster haunts The Haunted School House's website.

Who's your eye doctor?

NICKELDEON MAGAZINE OCTOBER 2007

## The Haunted School House and The Haunted Laboratory

Akron, Ohio

**Haunted History:** Until the early 1970s, The Haunted School House was a real public school called Thomastown Elementary School. The neighboring Haunted Laboratory used to be the Guggenheim Airship Institute.

**Do You Dare to Enter?** Visitors will never feel the same about making up homework excuses after taking in this schoolhouse's cemetery (left), vampire castle, and Egyptian crypt. George, the school's chatty, 15-foot-tall skeleton mascot, isn't too comforting, either. Over at the lab, guests run into more gore when they enter a realistic *Texas Chainsaw Massacre* room and have to pass through a black hole to leave—if they're lucky.

CONTINUED

## more Spooky Spaces

### Terror on the Fox

Green Bay, Wisconsin

**Haunted History:** This site is located on the bank of Fox River and is cohosted by the National Railroad Museum. It is one of only three haunted attractions in the U.S. that include a real train.

**Do You Dare to Enter?** After a seven-minute train ride, visitors walk through a forest and past a graveyard. They arrive at a rundown mansion filled with creepy rooms, including one that is home to a 13-foot beast called the Impaler.



BONE CHILLING: Skeletons flee from the Impaler.



HAY THERE: Netherworld's resident scarecrow.

## Netherworld

Norcross, Georgia

**Haunted History:** Open since 1999, Netherworld is housed in an old Pepsi bottling plant.

**Do You Dare to Enter?** On their way in, visitors are greeted by a gigantic, winged monster with terrible breath. Then they head down a dark, winding trail filled with fog, vines, and dripping water. The path leads them past scary, live performances, including *The Slaughterhouse*, *Terror of Tiki Island*, and *Abomination*.

## Rocky Point Haunted House

Salt Lake City, Utah

**Haunted History:** Rocky Point is one of the largest haunted houses in the U.S. Its creature and makeup shop is run by Chris Hanson, a makeup artist who has worked on both *Men in Black* movies, among others.

**Do You Dare to Enter?** Inside this building are nine scary attractions, including a graveyard waiting area, creepy scenes from the *Lord of the Rings* trilogy, a psycho circus, bat caves, and an insane asylum. The Creature from the Black Lagoon is one of 100 monsters greeting guests.



BAT'S ENTERTAINMENT: An old cement fountain in the entrance to Rocky Point's graveyard area.



VACANCY: About 40,000 visitors pass through the Bates Motel each year.

## Bates Motel

Gradyville, Pennsylvania

**Haunted History:** Every Halloween, Randy Bates converts his family farm into a haunted house, corn maze, and hayride.

**Do You Dare to Enter?** The hayride through dark woods features 40 performers flying over and jumping out at visitors in 26 different scenes. The corn maze includes a walk over a "shark" pond, and the haunted mansion has a ceiling covered in spikes, a ghost that walks down the stairs, and a girl who levitates on a bed. Randy admits, "We have a lot of people coming out of there peeing [on] themselves." □

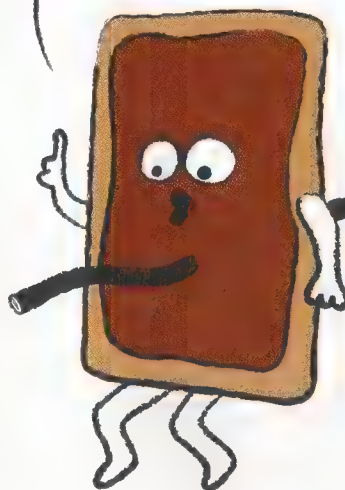
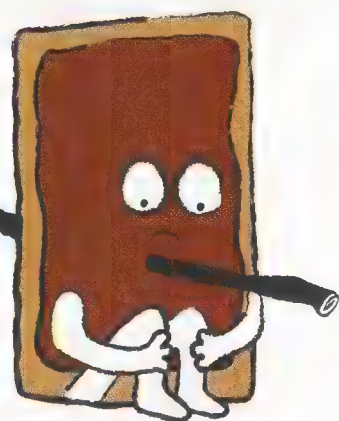




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IF I HEAR ONE MORE CAMPFIRE SONG  
I'M GONNA SCREAM.



S'MORES  
**pop-tarts**  
crazy good™

NICKELODEON  
MAGAZINE



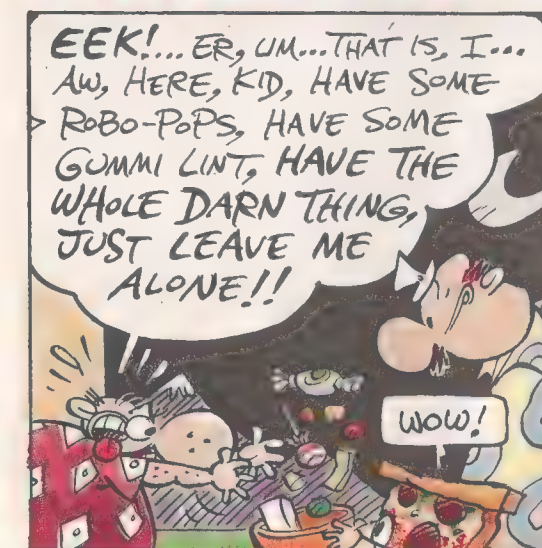
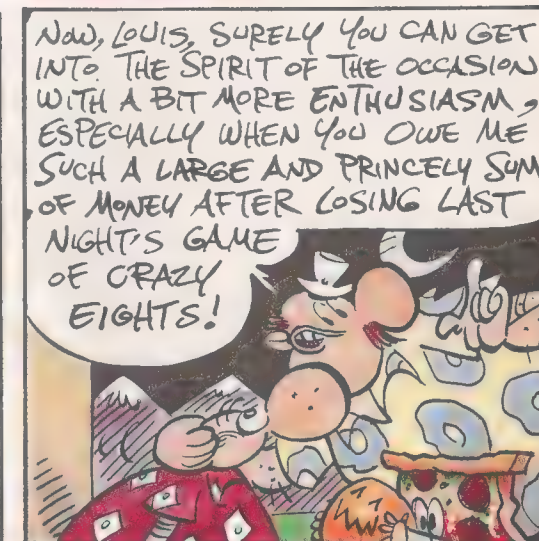
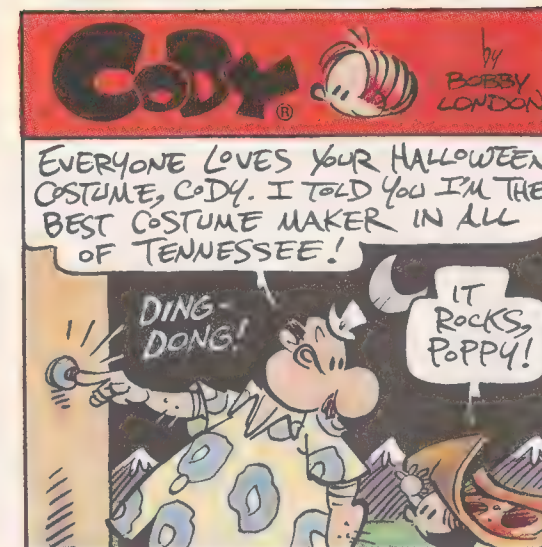
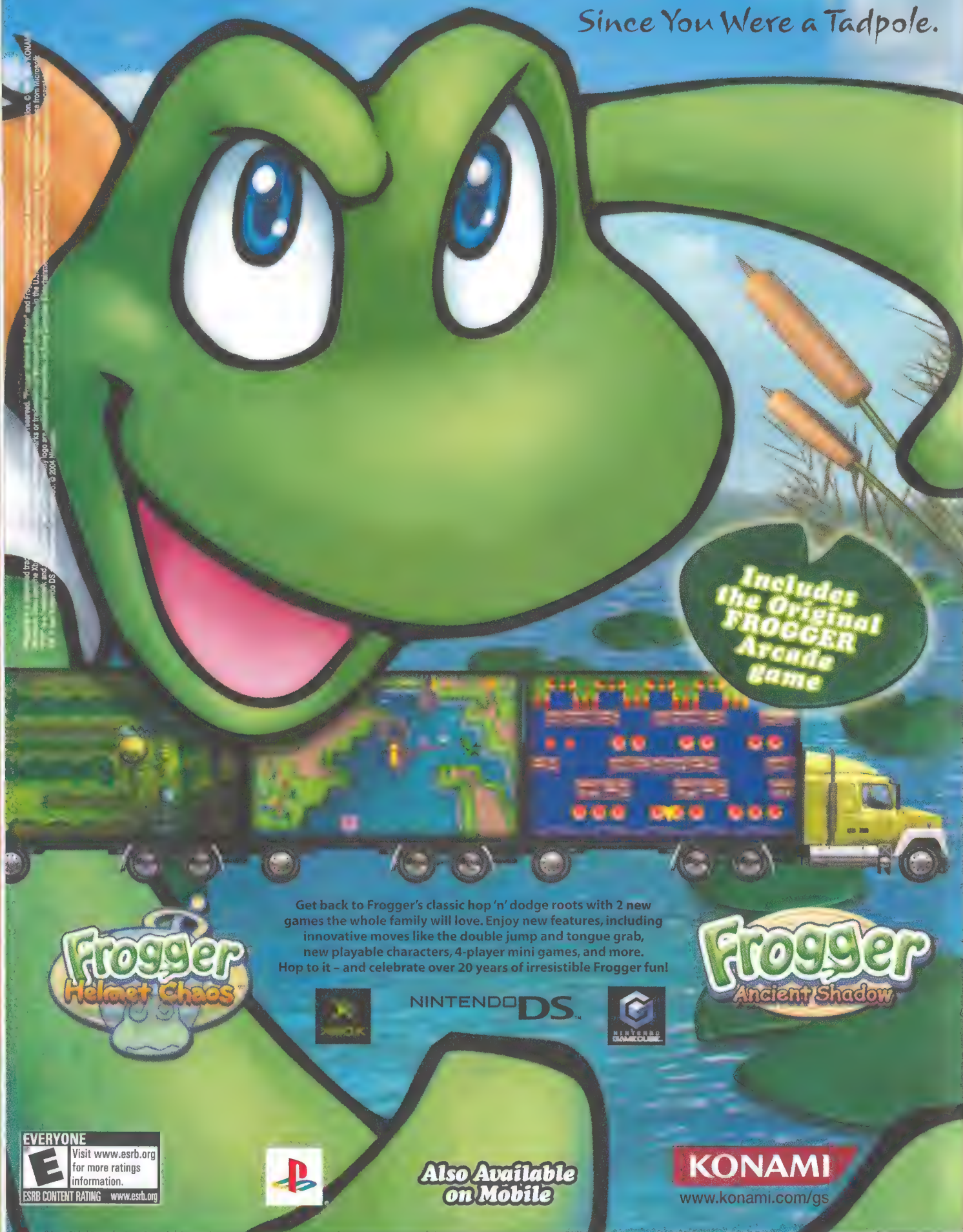
OCTOBER  
2005

# THE COMIEBOOK



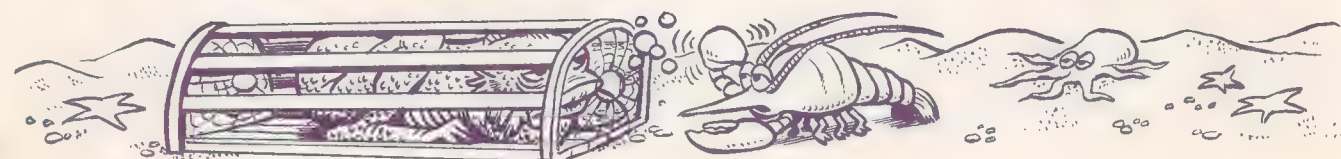


The One You've Loved  
Since You Were a Tadpole.

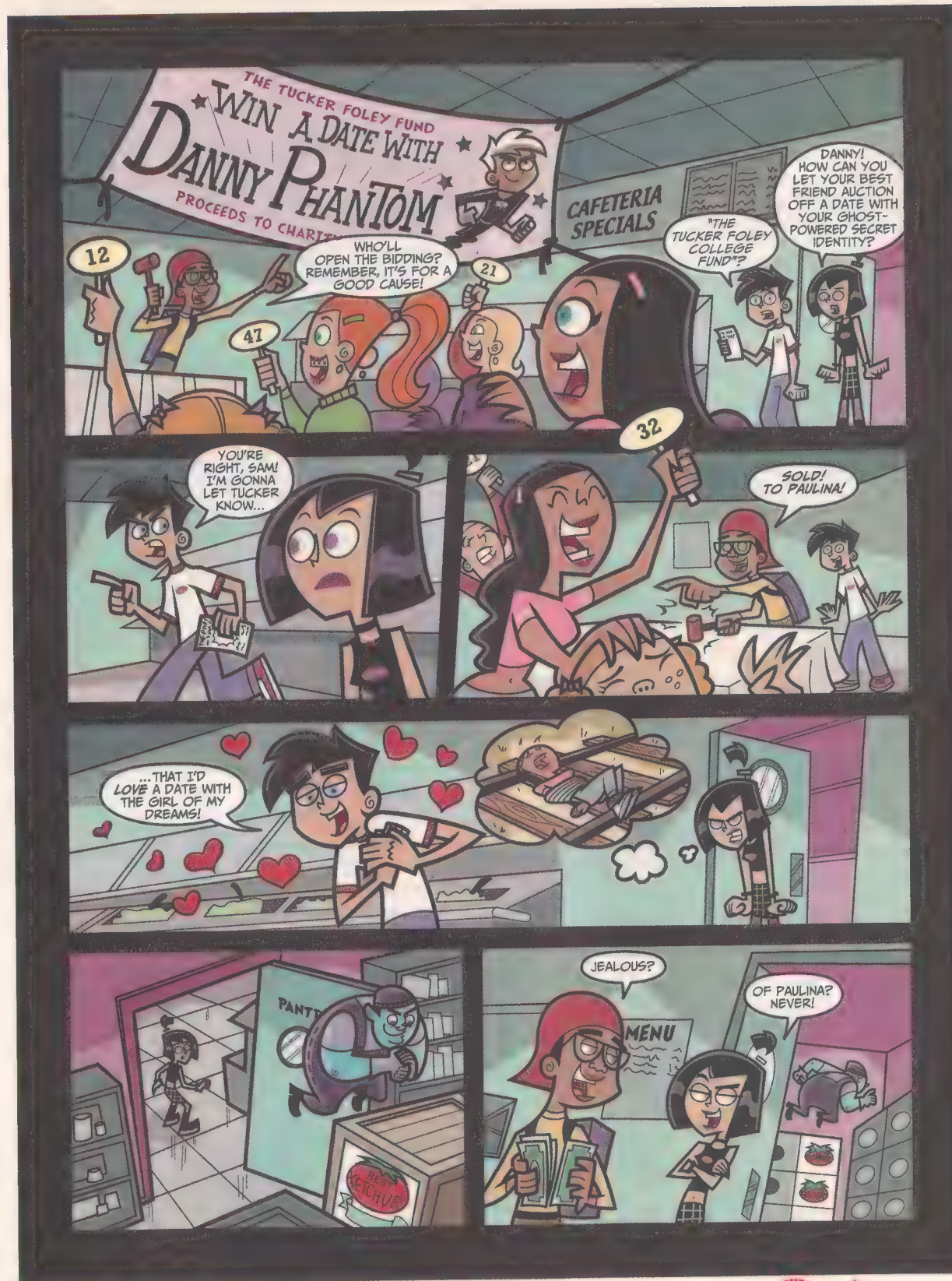




# HEY, KID! TAKE A LOOK AT... Your Terrifying Neighborhood







CONTINUED on page 51



firefly

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## Meet Firefly.™

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and Target stores  
nationwide

Turn the page to make the perfect pick!





# Fireworks.

It wouldn't be a Firefly phone without them.



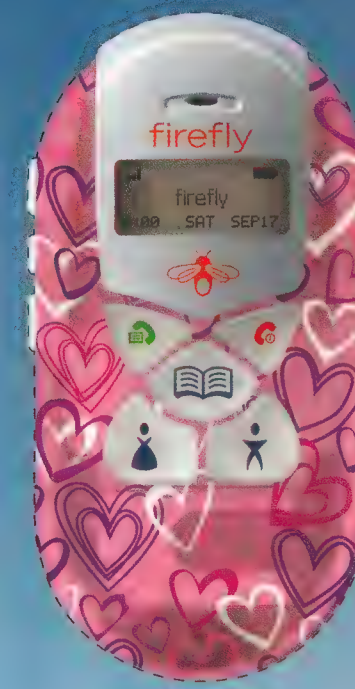
Slime



Polka Dots



Fire



Hearts

## Let your creativity shine!

- Firefly colored and patterned shells are designed to let your personal style shine!
- Cut out the phones below and pick which one suits your personality the best.
- Can't decide? Turn the page to help you make the perfect pick or to create your own design!



Use this blank phone to create your own design. Fill out the back and you'll be ready to glow!

(Make sure to consult an adult before using scissors.)





## What is your unique style?

Are you adventurous and daring or sweet and cuddly? Check out the characteristics below to see which Firefly colored or patterned shell matches your personality the best!

### Polka Dots

There is clearly a party going on when you're around. Your personality is bubbly and bright. You love hanging out with friends, dancing to loud music and meeting new people every chance you get.

### Slime

If slime puts a smile on your face, you probably don't take yourself too seriously. You love playing practical jokes on your buddies and have been voted "Class Clown" three years in a row. You always make your friends (and even your teachers) laugh out loud!

### Hearts

If you are passionate about pink and hearts, you're full of sweetness and long on charm. Always friendly and fashionable, you make a great best friend because your heart is always in the right place.

### Fire

If this fiery red phone is more your style, you tend to be a person who stands out in a crowd. You're impossible to ignore. The world would be a dull place without you!

name your design

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Name your design then write a fun description about the type of person who would pick it!

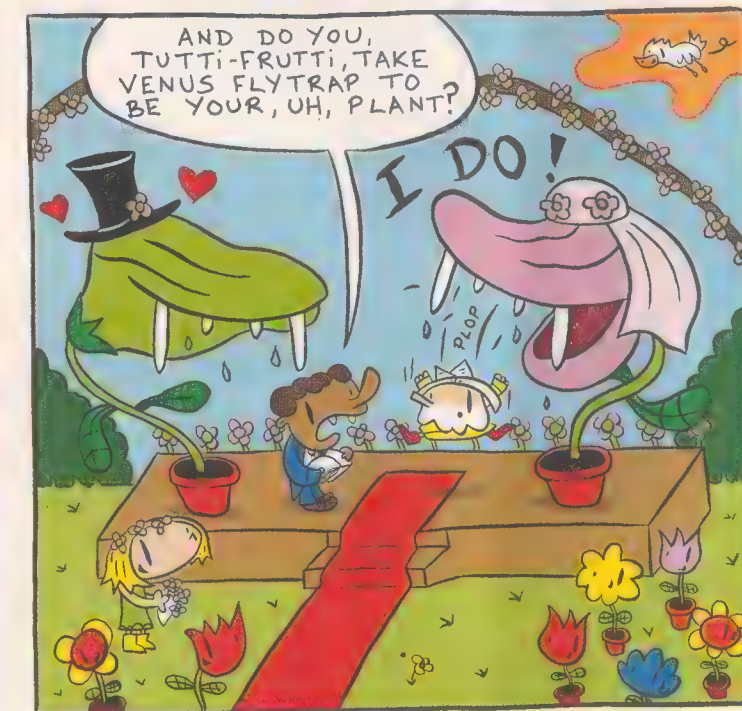
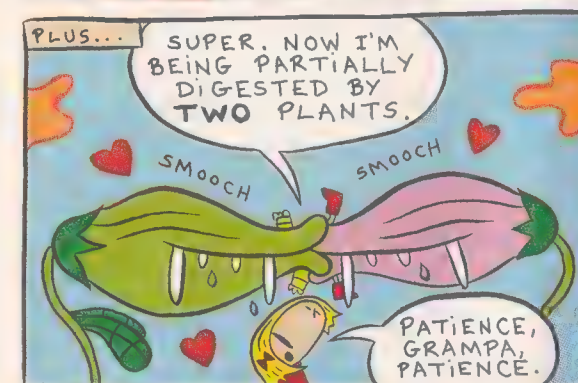
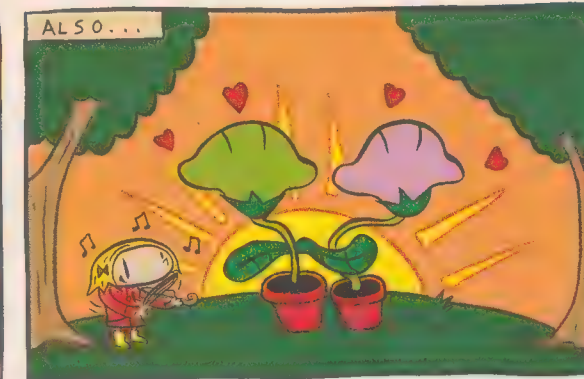
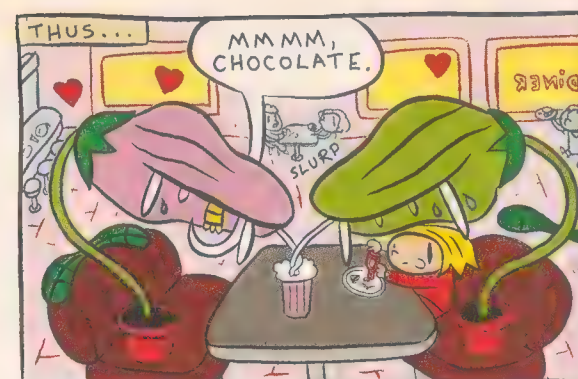
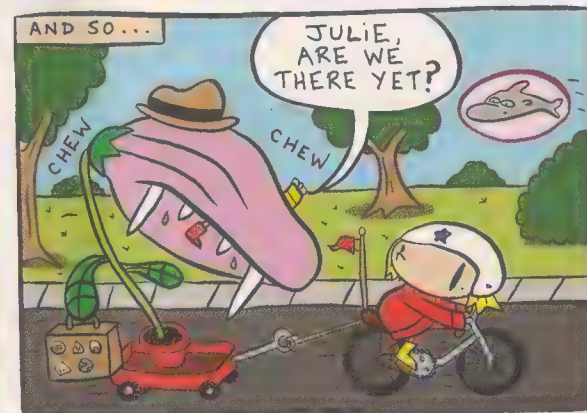
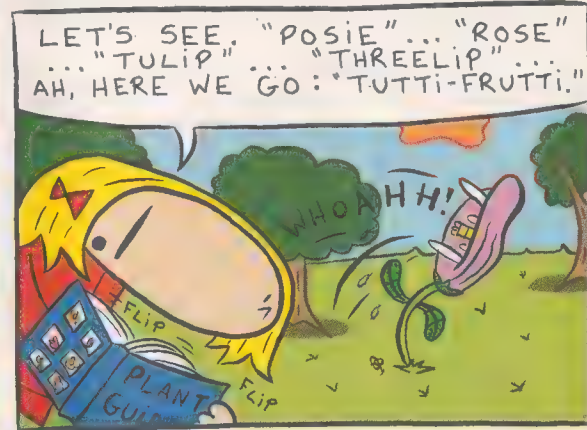
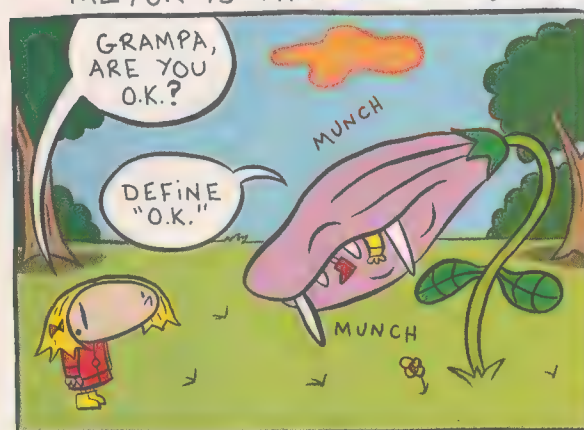
continued from page 46







GRAMPA AND JULIE HAVE FOUND THE ELUSIVE TUTTI-FRUTTI PLANT, WHICH JULIE NEEDS TO MAKE MORE OF HER FANCY BUBBLE-BLOWING SOAP. IS IT JUST ME, OR IS THAT PLANT GIVING GRAMPA A FUNNY LOOK?



ALL RIGHT. NOW WE'RE GETTING SOMEWHERE! JULIE'S GOT HER BUBBLE-BLOWING WAND AND HER TUTTI-FRUTTI-INFUSED BUBBLE-BLOWING SOAP. SHE CAN FINALLY BLOW A GIANT BUBBLE, WHICH SHE AND GRAMPA WILL USE TO CHASE AFTER POOR STEPHEN THE SHARK, WHO IS TRAPPED IN A GIANT BUBBLE OF HIS OWN. THE NEXT EPISODE WILL BLOW YOU AWAY!





NOW  
CAN I  
JOIN?

# GAG STATION



Hey, if we just  
eat the kid, then  
we can sleep ON  
the bed!



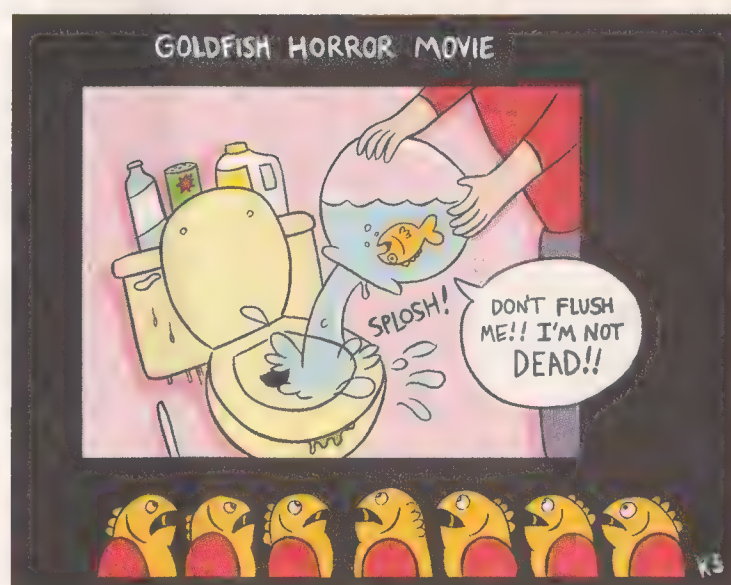
THAT'S NOT  
WHAT I MEANT  
WHEN I ASKED  
YOU TO CHANGE  
THE BABY!



WHAT'RE  
THOSE  
THINGS?!

OH, THOSE  
ARE ROACH  
GHOSTS.

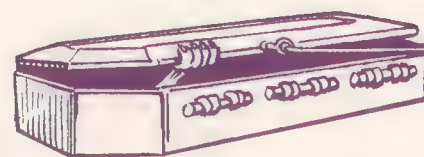
THEY HAUNT  
THE OLD  
ROACH MOTEL  
UNDER THE SINK.



GOLDFISH HORROR MOVIE

SPLASH!

DON'T FLUSH  
ME!! I'M NOT  
DEAD!!

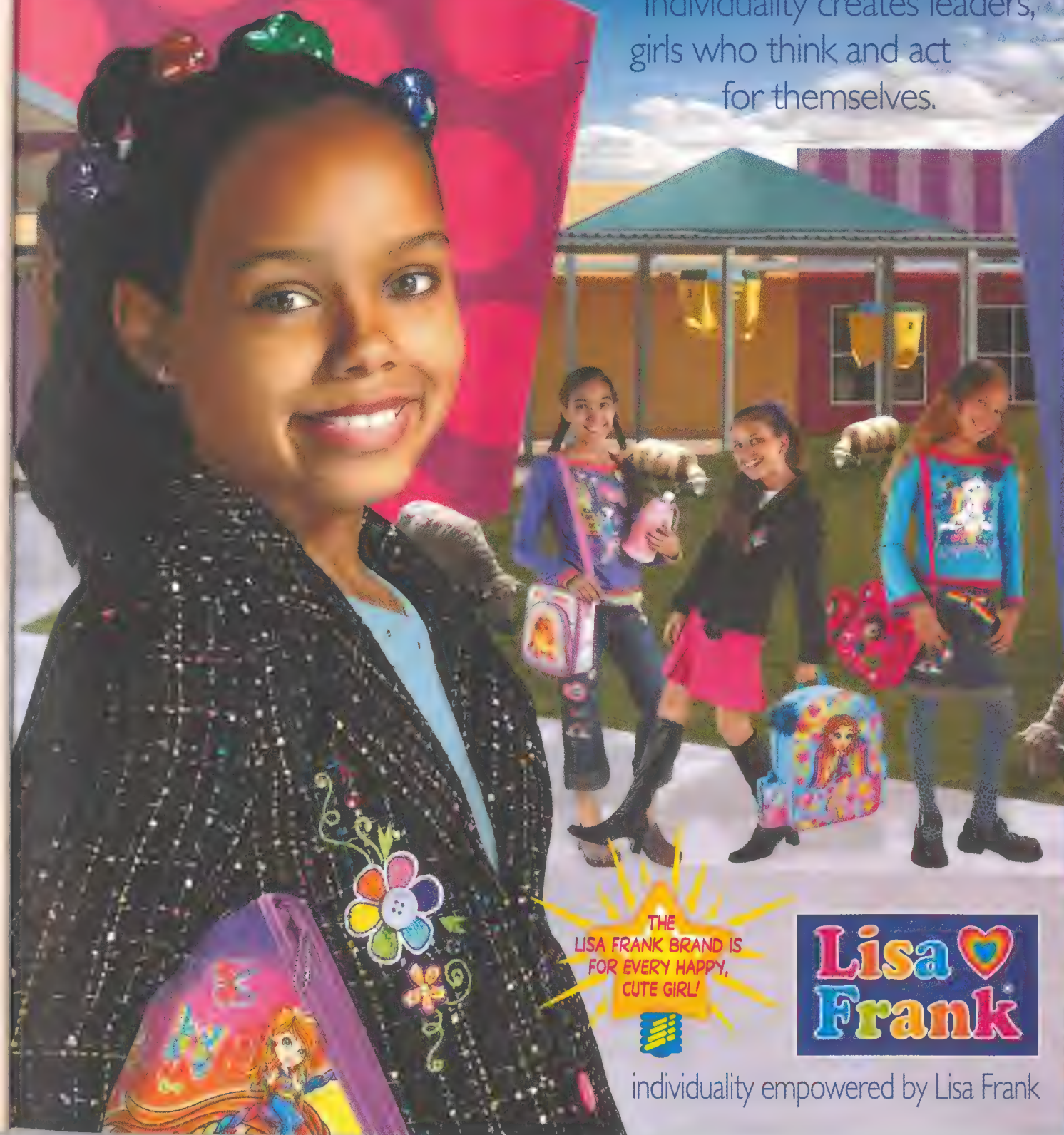


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[vmk.com](http://vmk.com)



As to Disney artwork/properties © Disney

# A Tiny Little Piece

This story is creepy enough to scare the hair right off your head.

by David Lubar

Julie couldn't wait to get to the museum. All week, she'd been looking forward to the trip. The museum had a special new exhibit—an actual mummy. It was part of an amazing discovery that had been made last year in Egypt. Julie had heard all about it on the news, and later she'd watched a special on one of the science channels. Archaeologists had uncovered an enormous tomb containing 2,000 mummies, all perfectly preserved. The mummies had been sent to exhibitions throughout the world. And Julie was going to get to see one today—right in Grandville at the Junior Museum.

"I'll bet it's real gross," her friend Tina said as they got off the bus.

"I think it'll be cool," Julie said. "Come on." She hurried to the front of the group.

"What's the rush?" Tina asked, trailing along behind her. "The mummy's been around for thousands of years. It isn't going anywhere."

"I just can't wait," Julie said. But she figured she'd be disappointed with the display. Her mom had taken her to lots of museums, and the good stuff was always inside glass cases or roped off so nobody could get close.

This time, it was different. Julie gasped as she rushed from the entrance into the main exhibit hall of the museum. There it was—right on a table. No ropes, no bars. It was in a case, but the lid was open.

"Aren't they supposed to be kept sealed?" Tina asked.

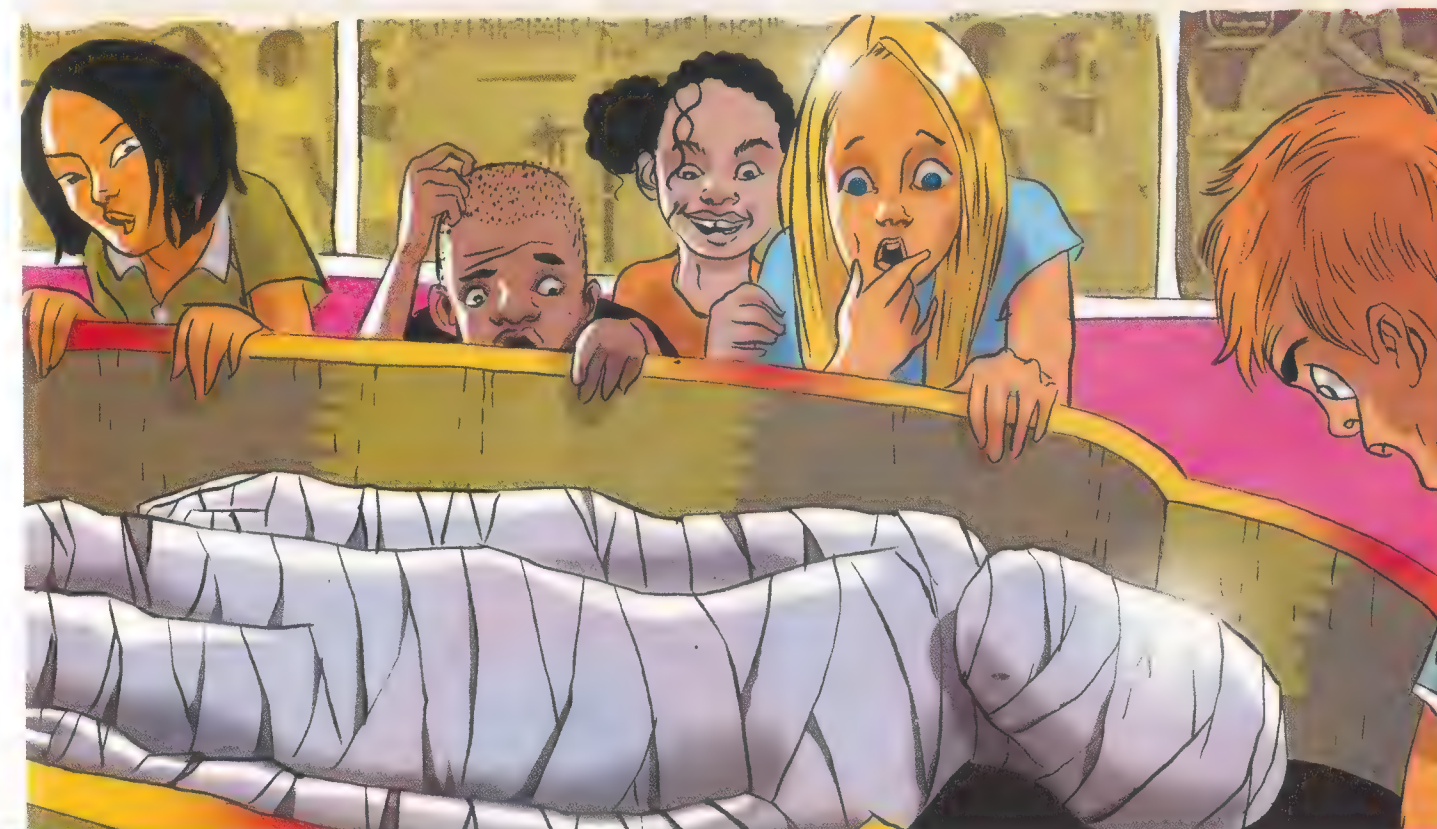
"Yeah." Julie pushed forward with the rest of the class. She walked right up to the mummy and leaned over the case. She jerked back as she saw her hair almost fall across the bandaged body. The long, blond hair she was so proud of made a strange contrast where it dangled next to the dead gray wrappings.

"I told you it was gross," Tina said from behind her.

"No, it isn't," Julie said.

"Then touch it," Tina told her.

CONTINUED





## more **A Tiny Little Piece**

Julie was about to say "No way!" But she paused and thought about it. *Why not?* She might never get another chance. As she snuck one hand over the edge of the case, she braced herself, waiting for someone to shout, but nobody in the crowd of students was looking at her. Others were reaching out toward the mummy, but none of them had dared touch it yet.

Julie put a hand on the ancient shoulder. The bandages felt dry and crackly, like fallen leaves. Beneath her fingers, she felt a bit of loose fabric. Checking again to make sure nobody was watching, Julie pulled



at the flaked edge. *Mine*, she thought. *My own piece of history.* With the tiniest whisper of a rip, the fragment of bandage came free. Julie clutched it in her fist, not believing her luck.

"Kids, line up over there," the teacher said. "I don't think we're supposed to be this close. Mr. Desmond from the museum will be here in a moment to tell us all about the mummy."

Julie backed away from the mummy and joined her classmates along the side wall. A moment later, a man came through a doorway on the other side of the room. He put a piece of paper inside the case next to the mummy's leg, and then closed the lid.

Julie saw there was a number on the paper. This was mummy 347. She suspected that Mr. Desmond had never taken care of a mummy before.

"We're very lucky," he said. "A museum this small rarely gets to have such an exhibit. It's quite a treasure." He paused and looked toward the mummy, then started talking again. "We've lost so much of the past. A little here, a little there. So much is gone."

**F**or an instant, Julie felt guilty. The piece of bandage seemed to dissolve in her palm. She opened her fingers a tiny crack and peeked down. The souvenir was still there, lying dead and gray against the flesh of her palm. Julie thought about what the man had said. If every person took a small piece, there'd be no mummy left. She considered returning the fragment, but there was no way she could repair the damage. It was torn off, and that was that.

No big deal.

The class was allowed to step up to the case after Mr. Desmond finished his talk. Julie took a quick look, but something about the mummy made her uneasy now.

"I told you it was gross," Tina said as they left the building. She shuddered.

Julie didn't say anything.

When she got home, she looked for a place to keep the piece of bandage. She didn't want to shove it in her drawer—it would get lost or crushed. And she didn't want to leave it out, where her mom might mistake it for a worthless scrap of garbage and throw it away. She had several boxes on her dresser. One was for jewelry, another for her hair bands and ribbons, and a third was for letters and cards. Finally, she decided to put the piece in her jewelry box.

"My own little piece of history," she said as she closed the lid. She was over the guilt now, and glad

she'd taken the treasure. She felt good about it all day long, and all that evening.

The mummy came in the night.

His dry wrapped feet made barely a sound on the floor. His body produced light crackles like the thin plastic on a box of candy.

Julie made a sound of her own as she sat up in bed and stared at the mummy standing in her doorway—but that sound caught in her throat and came out as little more than a hiss.

The mummy crossed the room, moving stiffly on knees that hardly bent. He reached toward Julie.

"Here," Julie said. She grabbed for her jewelry box. "Take it. Take all of it. Those are all my treasures."

The mummy's hand moved toward her head.

Julie fumbled in the box, spilling earrings, bracelets, and necklaces in a tangle on her lap. She fumbled for the piece of bandage and finally managed to grip it in fingers that felt numb and useless.

"Take it," she begged, holding up the fragment.

The mummy's hand jerked back from Julie's head. She felt a small, sharp pain in her scalp.

Julie saw a hair dangling from the bandaged fingers—one thin strand of hair. That was all. The mummy turned. As he dragged his ancient body back across the room, Julie's eyes settled on the tag attached to his leg. Mummy number 347.

**S**he sighed in relief as the mummy left, then carefully rubbed her head where the hair had been plucked. It could have been worse, she realized. But the mummy had taken only one tiny little piece. That seemed like a fair trade. A piece of hair for a piece of bandage.

"One little piece can't hurt," Julie said as she closed her eyes and tried to sleep. She was still trembling, but she knew it was over. She'd never see that mummy again. He had his piece.

Mummy number 79 came the next night. He yanked a hair from her head. Just one small piece.

The night after that, it was mummy number 486.

Just one little piece.

Julie shuddered as she thought about those words. *Just one little piece.*

Just 2,000 mummies. Two thousand hairs. Two thousand visits in the middle of the night. Julie felt she was losing it—her hair, her mind—one little piece at a time. □

Now all she wants  
is a little peace.



From *INVASION OF THE ROAD WEENIES and Other Warped and Creepy Tales* by David Lubar.  
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## Tricks of the Trade

Play some tricks this Halloween with these frightful pranks. Carefully cut out the business cards, candy labels, and delivery slips and treat your family and friends to the tricking they deserve.

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**CALL 1-555-DEE-PEST**  
Ask for Buffy

**The Fang 'N' Claw**  
"Pamper the creature within."  
So soothing, so gentle, so serene...you'll howl.  
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\*If tossed immediately

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DATE: \_\_\_\_\_

**SORRY WE MISSED YOU!**  
We tried to make a delivery of:  
6 pints type O+ fresh blood.

We will attempt another delivery on:  
☐ M ☐ T ☐ W ☐ Th ☐ F

Approximate time of next delivery:  
☐ dusk ☐ moonrise ☐ stroke of midnight ☐ predawn

NOTE: If you would like your package sooner, please send a message to our dispatcher via bat.

O + A ABAB ABO-

DedEx Delivery, Inc.  
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All Types at All Times for All Kinds of Hunger.



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**Feeling depressed?**  
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Scissors icon

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Drivers carry less than \$20 and  
fewer than 10 pounds of warm  
human brains at all times.

THANKS FOR YOUR ORDER. ENJOY IT...FOREVER!

him/her busy for a few hours.

front yard/backyard under enough dirt to keep

new zombie and we buried it in your

Your neighbor signed for your

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While you were out, we tried to deliver your new zombie at:

**amazombie.com**  
"The Undead in a Hurry"

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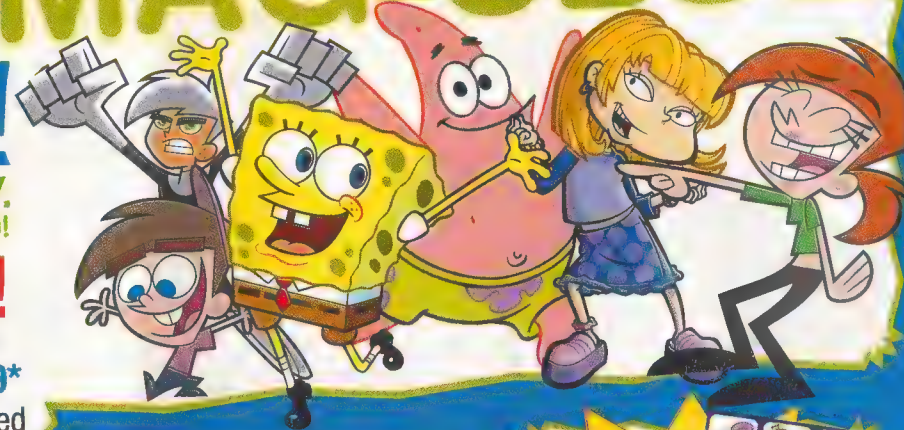
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• Does your family look right through you?

• Feel like your friends don't even know you're there?

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AFTER

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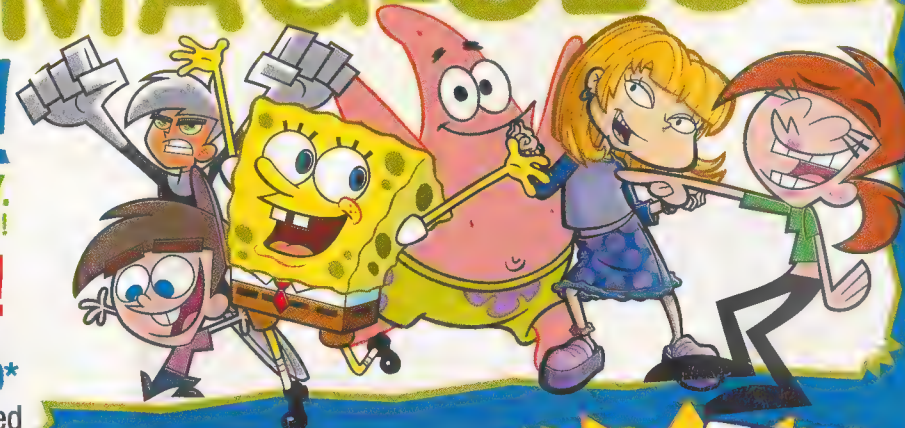
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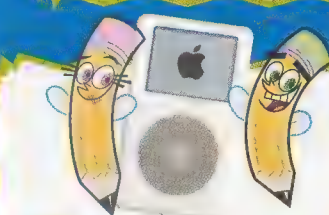


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# Every Witch Way

Real

Once upon a time, most witches were described as ugly and evil. But today's witches are much nicer—and better dressed, too! You'll be spellbound by this timeline of famous fictional witches.

by Anna D. Norman



## 1. The Hansel and Gretel Witch

**FROM:** A story from *Grimm's Fairy Tales*, written in the early 1800s by Jacob and Wilhelm Grimm, based on folktales from the Middle Ages. (The photo above on the right is from a 1983 TV version of the story.)

**EVIL?:** Yes.

**APPEARANCE:** Old woman. Poor eyesight. Leans on a crutch.

**WHERE FOUND:** Deep in the woods.

**POWERS:** Creating edible buildings.

**HOBBIES:** Repairing sugar windows. Eating children.

**LIKES:** Unexpected visitors.

**HATES:** Being stuffed into the oven.

**INTERESTING TRIVIA:** In the early versions of this fairy tale, there is no mention of the house being made of gingerbread. That detail was added later.

**SCARE-O-METER RATING (1-10):** 8

## 2. The Wicked Witch of the West

**FROM:** *The Wizard of Oz*, a 1939 movie based on a novel from 1900 by L. Frank Baum.

**EVIL?:** Yes.

**APPEARANCE:** Green skin. Big nose. Pointy hat and cape.

**WHERE FOUND:** Somewhere over the rainbow.

**POWERS:** Broomstick riding. Appearing and disappearing in a puff of red smoke. Crystal ball skills.

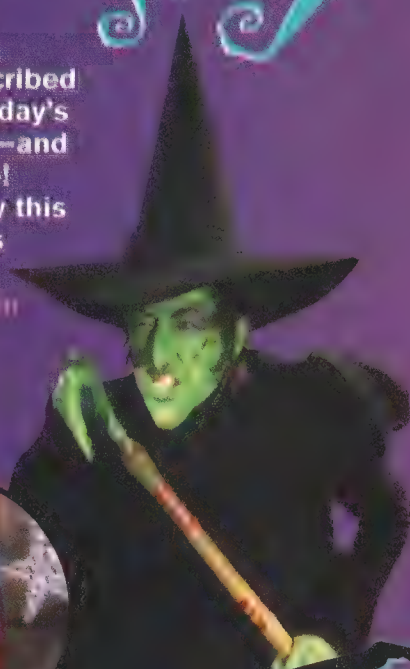
**HOBBIES:** Annoying Glinda the Good Witch. Being mean to Toto.

**LIKES:** Ruby slippers. Flying monkeys.

**HATES:** Water. Little pretties and their little dogs, too.

**INTERESTING TRIVIA:** Margaret Hamilton, who played the Wicked Witch, taught kindergarten before she became an actress.

**SCARE-O-METER RATING (1-10):** 10



But we're so cute!



## 3. The White Witch

**FROM:** *The Lion, the Witch, and the Wardrobe*, a 1950 novel by C.S. Lewis and a new movie this December.

**EVIL?:** Yes.

**APPEARANCE:** Beautiful. Tall. Skin as white as chalk.

**WHERE FOUND:** In her castle or out riding in her sleigh.

**POWERS:** Creating a 100-year-long winter with no Christmas. Turning people and animals into stone.

**HOBBIES:** Making candy. Bullying talking animals.

**LIKES:** Snow and ice, of course.

**HATES:** Brave kids and their noble lion friend. Warming temperatures.

**INTERESTING TRIVIA:** C.S. Lewis was a close friend of J.R.R. Tolkien, who wrote the *Lord of the Rings* books.

**SCARE-O-METER RATING (1-10):** 9



## 5. Sabrina Spellman

**FROM:** *Sabrina, the Teenage Witch*, a TV show produced from 1996 to 2003.

**EVIL?:** No. Very nice, actually.

**APPEARANCE:** Perky teenager.

**WHERE FOUND:** In an old house in Westbridge, Massachusetts.

**POWERS:** Nearly unlimited, and include flying on a vacuum cleaner and turning a cheerleader into a pineapple.

**HOBBIES:** Hiding her powers. Studying for a witch's license. Avoiding lovesick trolls.

**LIKES:** Boys. Aunts. Talking cats.

**HATES:** Warts. Finals. Lava.

**INTERESTING TRIVIA:** The zip code for the fake town of Westbridge is 01970—the real zip code for the city of Salem, Massachusetts, where the historic witch trials of the 1600s took place.

**SCARE-O-METER RATING (1-10):** 0.01

## 4. Samantha Stephens

**FROM:** *Bewitched*, a TV show produced from 1964 to 1972.

**EVIL?:** Absolutely not.

**APPEARANCE:** Pretty. Cute nose (that she likes to wiggle). Flipped-up hairdo.

**WHERE FOUND:** In a suburban home in Westport, Connecticut.

**POWERS:** Many, including making things disappear and reappear, traveling in the blink of an eye, and freezing people in place.

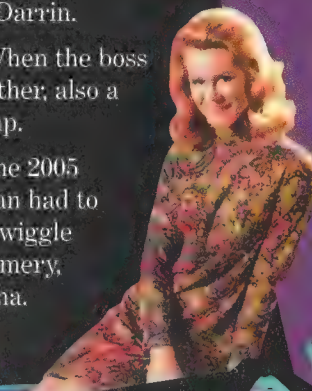
**HOBBIES:** Housework. Nose wiggling. Hiding powers from nosy neighbors.

**LIKES:** Her mortal husband, Darrin.

**HATES:** Meddling relatives. When the boss comes to dinner. When her mother, also a witch, turns Darrin into a chimp.

**INTERESTING TRIVIA:** For the 2005 movie *Bewitched*, Nicole Kidman had to do special exercises to learn to wiggle her nose like Elizabeth Montgomery, the actress who played Samantha.

**SCARE-O-METER RATING (1-10):** 1





more *Every Witch Way*

## 6. Professor Minerva McGonagall

**FROM:** The *Harry Potter* series, by J.K. Rowling, begun in 1998.

**EVIL?:** No. Just strict.

**APPEARANCE:** In her 70s. Hair in a tight bun. Square glasses.

**WHERE FOUND:** Teaching at Hogwarts School of Witchcraft and Wizardry.

**POWERS:** Performing spells. Turning into a tabby cat. Grading fairly.

**HOBBIES:** Watching Quidditch matches. Running the Sorting Hat ceremony.

**LIKES:** Tartan plaids. Gryffindor House. The Order of the Phoenix.

**HATES:** Stunning spells. Death Eaters. Students who break the rules.

**INTERESTING TRIVIA:** J.K. Rowling named the character after Minerva, the Roman goddess of wisdom.

**SCARE-O-METER RATING (1-10):** 3

## 7. Paige Matthews, Piper and Phoebe Halliwell

**FROM:** *Charmed*, a TV show that began airing in 1998.

**EVIL?:** Usually not. (Phoebe did become evil for a while.)

**APPEARANCE:** Trendy, young witch sisters.

**WHERE FOUND:** The Manor, their big Victorian house in San Francisco, California.

**POWERS:** Many, including freezing time (Piper), seeing the past and future (Phoebe), and moving objects without touching them (Paige).

**HOBBIES:** Battling evil. Owning nightclubs.

**LIKES:** Fulfilling prophecies. Belly shirts.

**HATES:** Evil darklighters. Demon babies. Frizzy hair days.

**INTERESTING TRIVIA:** Phoebe's power of levitation was written out of the show because the special effects cost too much money.

**SCARE-O-METER RATING (1-10):** 2



# PRANK MAGAZINE

We were curious about where young, outdoorsy ghosts, ghouls, and zombies turn to for advice and entertainment. After some digging, we tracked down their favorite magazine, *Boo's Life*. We decided to print a few pages RIGHT HERE.

Read it if you dare!

# Boo's Life

FOR ALL BOO SCOUTS

OCTOBER 2005



## IT'S HAUNTING SEASON!

A Boo Scout Troop Puts Its Haunting Skills to the Test

• GET READY FOR THE PINE BOX DERBY! • TIPS ON RISING FROM THE GRAVE • PLUS JOKES & NOT MUCH MORE!

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Published for young ghosts, zombies, ghouls, and skeletons



# rottin' post

Dedro, our resident vulture, answers reader mail!

Dear Dedro,

Last month's "Think & Grimace" was the funniest ever! I laughed until I nearly died (again). Keep 'em coming!...Digby Graves, Tasty Flesh, Virginia

If you only nearly died, Digby, then I'm afraid we're not doing our jobs!

This month's jokes should totally slay you. 🦅

Dear Dedro,

Boo's Life so completely rocks! It's so scary that it sometimes makes even my flesh crawl...and I'm a 14-year-old zombie! But I noticed a mistake. In the survival story in the Aughost



issue, you said that there were no living things on the ship, but then you said that the six Boo Scouts on board were feeding on squirmy rats. Wouldn't the rats then have been alive?...Ed Zombrowskie, Grislyville, Michigan

Oh, rats! You're right, Ed! I think I'll go peck and nibble on a few of the editors just to keep them on their toes. (That is, if I don't eat their toes!) 🦅

Send your comments, questions, and quivering masses of ectoplasm to Rottin' Post, Boo's Life, PO Box 000, Deddington, TX. Please wait 2,000 years for a reply. If you don't want your name to appear, please have someone ghostwrite your letter.

## hobby hints

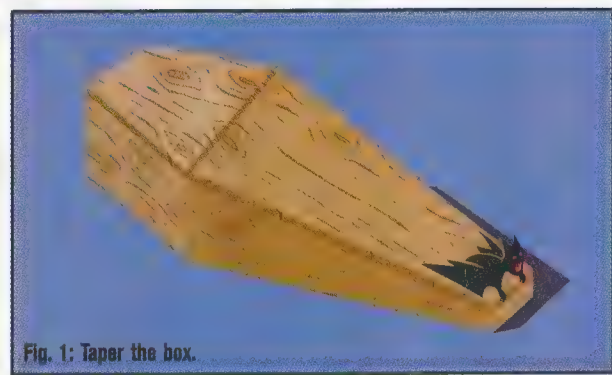


Fig. 1: Taper the box.

## Pine Box Derby

**SKELETON SCOUTS** are busy transforming their pine coffins into race cars for next month's Pine Box Derby. Bone up on these tips and you'll have a winnin' coffin!

- Most coffins aren't shaped for speed. Taper the front end of your pine box to make it more scareodynamic. Add a hood ornament or a decal while you're at it!

- Your choice of wheels is important. The best material is very close to home: bone! Try borrowing some nonessential bones from friends and tie them together to make the spokes for your wheels. Put the spokes inside a rotten, smelly tire, and you're good to go. (A pelvis bone makes a great steering wheel.)

- For extra speed, add a spoiler to the rear of your pine box.

- Since skeleton scouts don't have much natural padding, make a seat out of moss or human hair to keep your bony butt comfortable. And don't waste time making seat belts—after all, you're already dead!



Fig. 2: Ready to race!



October 31, 3:00 AM

**It's Opening Day of Haunting Season.** Boo Scout Troop #013 from Nowheresville, Wyoming, a ghost town, is going on its very first haunting trip. But something is wrong—very wrong. The scouts in Troop #013 should be scaring the pants off people...but can it be that *they're* scared?

"This was the first time we had gone haunting," said Boo Scout Jake Marley, 12. "We weren't sure we had mastered our skills."

The scouts were tested right away when the front door at 66 Elm Street wouldn't open. "We had to decide if setting the door on fire was the right way to get in," Jake said.

But Boo Scout Casper Graves, 15, knew better. "The best way to get into this house," he told the others, "is to pass through the walls." So all 15 scouts concentrated hard and soon their phantom bodies had slipped through the shingles and plaster.

Once inside, the troop members decided to venture upstairs. "I would've had goose bumps," Peter Geist, 14, confessed, "but I don't really possess a body." Peter and his pals climbed the stairs, dragging clanky phantom chains behind them. They opened and closed doors and windows, filling the house with wind and creaky noises.

Chad Booman, 13, used his haunting skills to slip inside the television in the master bedroom, turn it on, and make it go through all 300 channels very quickly. Meanwhile, Peter hovered over the bed, afraid to see who was in it, but hoping to scare them. "Any second," Chad said, "we thought we would hear a scream, a howl. Any second, we thought we'd see a living person leap up, as pale as a ghost."

"But then we remembered," he continued, "that Nowheresville is a ghost town. Nobody was home. Ever. We'd been trying to haunt our fellow ghosts!" Still undaunted, the troop is looking forward to its next haunting: "Maybe next time we'll scare someone besides ourselves!" 🦇



# TERRIFYING TIPS

## RISING FROM THE GRAVE

If you're a zombie rising from the grave for the first time, here's how to dig your way out.

- 1 Smash through the top of the coffin with your head. Don't worry about getting splinters—you're dead!



- 2 Begin to dig upward, as if beckoned by an irresistible call to eat the living. Soon your hands will burst dramatically into the night air.

- 3 After scraping away at the dirt for several hours, the hole will be big enough for you to exit. At this point, begin groaning to terrify any nearby mortals.

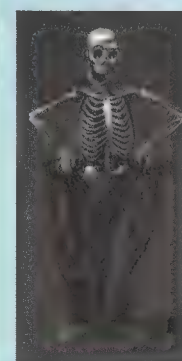


- 4 Stand up in your grave! It's dinnertime!

NOTE: Don't eat any worms you come across on your way up. Hold out for tasty human flesh. It's worth the wait!

SCAREVERTISEMENT

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## think & grimace

**Daffynition:** *Haunt*—your mother's sister after you've spooked her.

**Freddy:** What activity spreads germs among the undead?

**Teddy:** *Coffin.*

**Billy:** What do you call a ghost with bad hygiene?

**Bobby:** *A grossit.*



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# TERRIFYING TIPS

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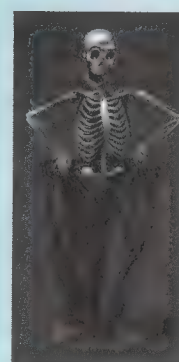


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**Bobby:** *A gross!*

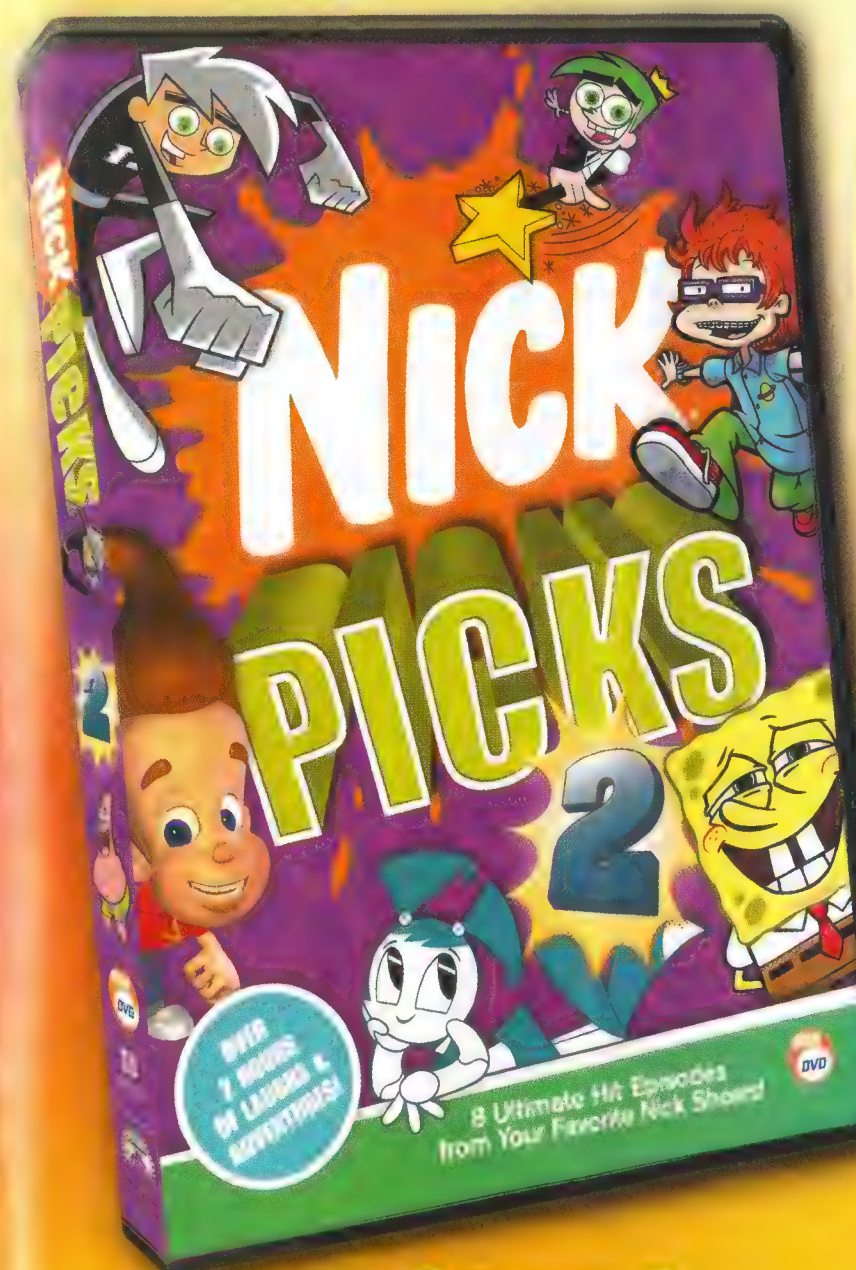


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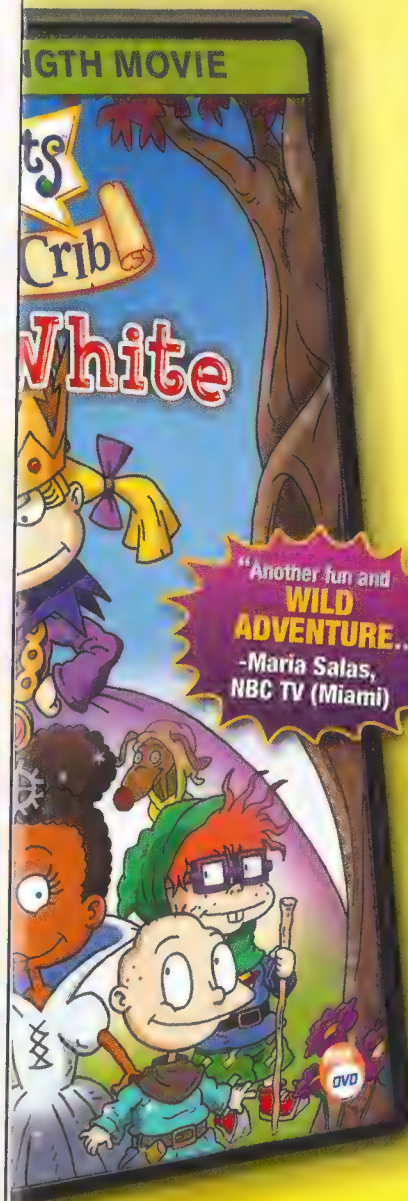


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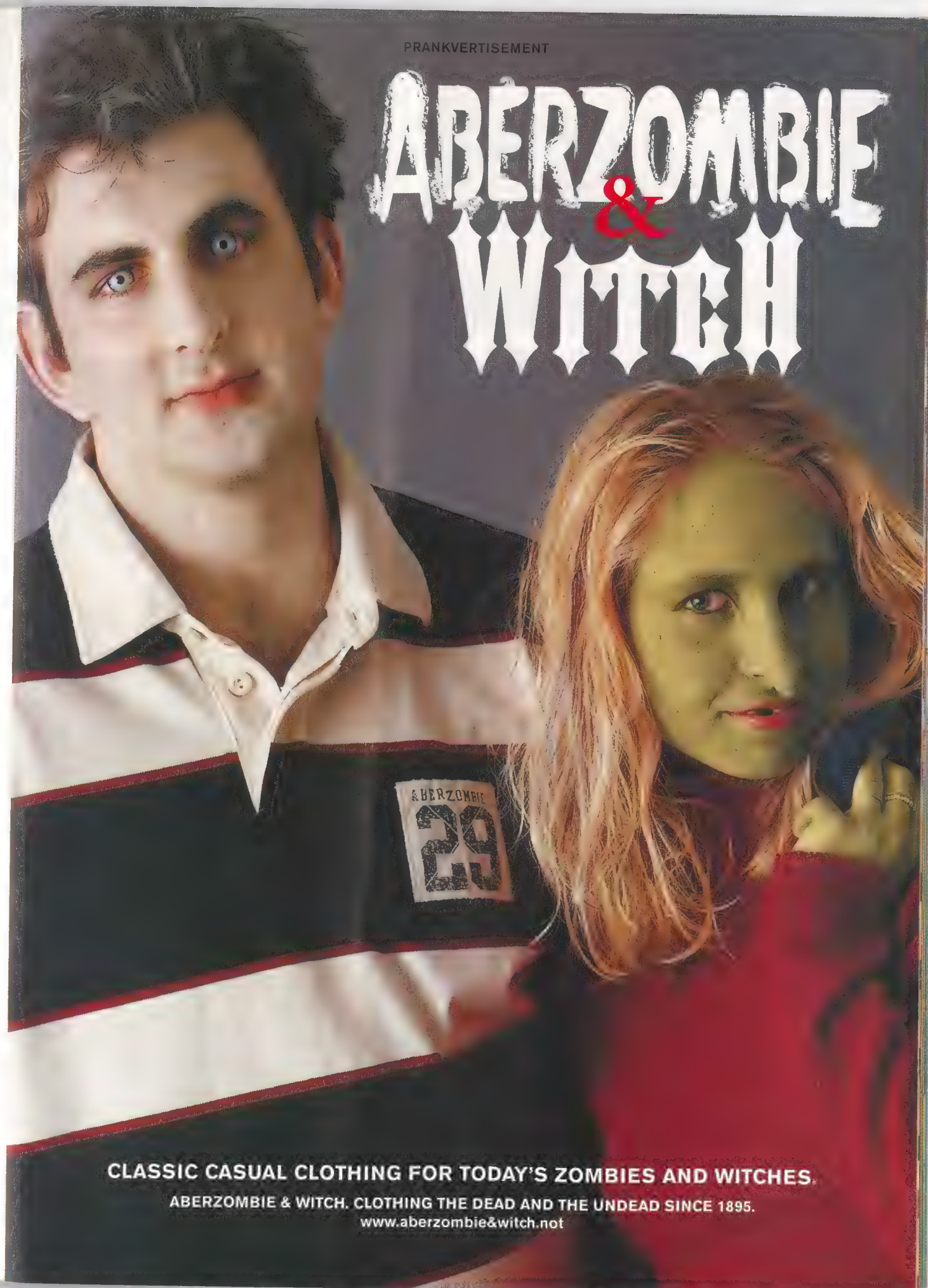
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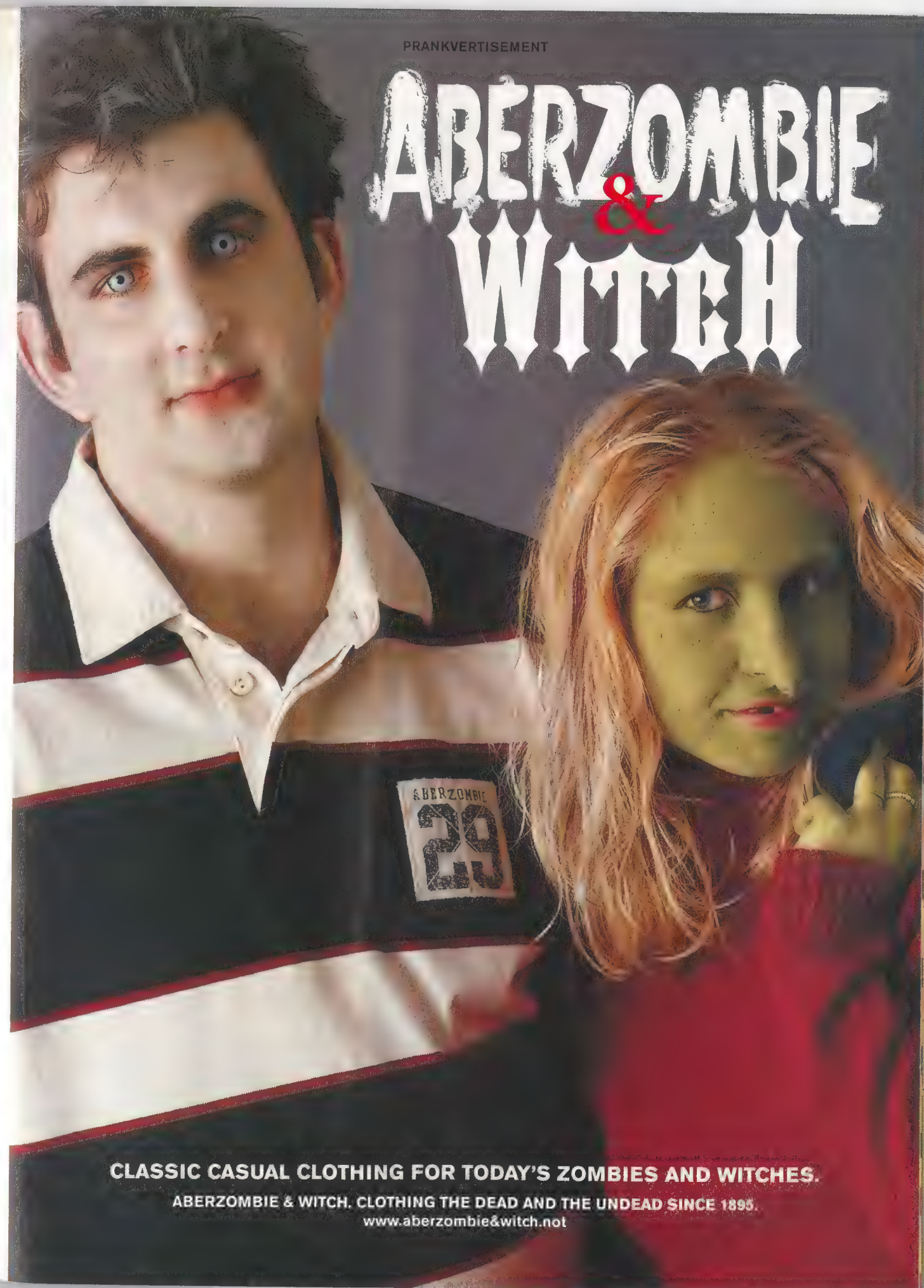
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# Wallace and Gromit: Feats of Clay



Wallace and Gromit, the popular clay duo from Britain, pull into movie theaters this month in *Wallace & Gromit: The Curse of the Were-Rabbit*. In the film, they run Anti-Pesto, a humane pest control service that rids their town of rabbits. Things go swimmingly until the pair has to get rid of a real monster of a rabbit. Director and creator Nick Park and codirector and cowriter Steve Box told us how they bring their characters to life.

**Real**



## Wallace

Wallace, the cheese-loving human half of the team, is an enthusiastic inventor. He is also somewhat clueless and usually needs to be saved from his creations by his loyal dog, Gromit.

To make Wallace appear to talk, the animators have a collection of about 20 differently shaped mouths that they put on Wallace's clay head for every frame of film. Each mouth is reusable and shows a different syllable or expression.



**CHATTERBOX:** Some of Wallace's many mouths.

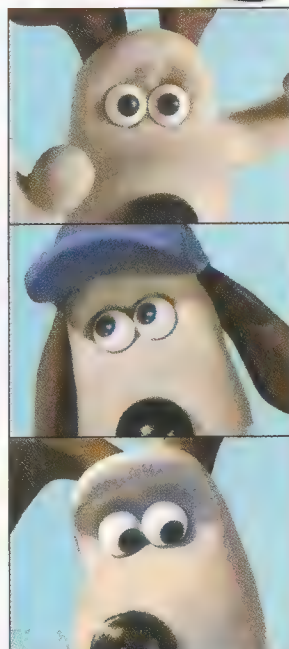


## Gromit

Gromit, Wallace's dog, is the real brains of the operation. Making Gromit show emotions is a challenge because he doesn't talk or even have a mouth. The animators rely completely on his body language to show his feelings. According to the film's codirector, Steve Box, "We put all the energy into his brow. And the speed at which he turns his head can also say a million different things, like whether he's curious or scared."

One of the more difficult emotions to create for Gromit is happiness. According to the creator, Nick Park, "At the very beginning of the film, I wanted the characters to look happy together. It was easy with Wallace, but we just could not get Gromit to look happy. To me, he still doesn't look completely happy. I found there's nothing we could do!"

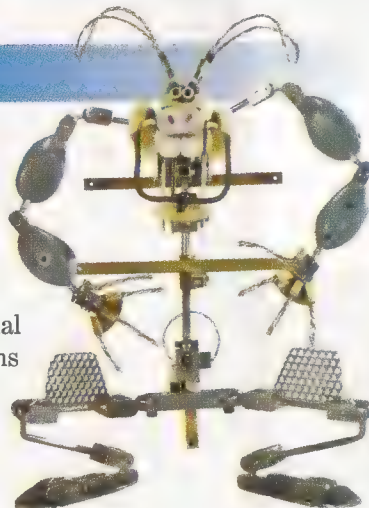
Even though Gromit can't talk, it doesn't mean that he has nothing to say. Nick explained, "When we write the script, we put lines of dialogue for Gromit in brackets so we'll know how he's feeling at that moment in the film."



**HIGHBROW ENTERTAINMENT:** Gromit shows a full range of expression with just his brow.

## The Were-Rabbit

Wallace and Gromit's biggest pest-control challenge is the Were-Rabbit, a werewolf rabbit that is difficult to get rid of—and even more difficult to animate. According to Steve, the Were-Rabbit was tough to create because "we wanted him to be big and scary, but also kind of cuddly." The animators created a special steel skeleton for the model, which took months to develop. A layer of nylon stretch fabric bunched together to look like muscles covers the skeleton. On top of that is a layer of very stretchable furry fabric.



**WERE-HARE:** The steel skeleton (left) was inside the finished Were-Rabbit model (above).

## Computerized Clay

Though the film's crew prides itself on its modeling skills, Steve noted, "We sometimes fall back on computer animation to help do things that aren't otherwise possible." This includes effects like flames, fog, smoke, and liquids. Computer animation especially came in handy in a scene where Wallace sucks a bunch of rabbits out of their burrows with the Bunny Vac-6000, a huge vacuum-cleaner-like device. Steve said, "You can see all the rabbits spinning around in zero gravity inside. They're completely computer generated because we just can't physically do that [with clay]." Nick added, "If you watch them, they're all swimming and tumbling over and kind of enjoying themselves." □



Do you do dust bunnies, too?

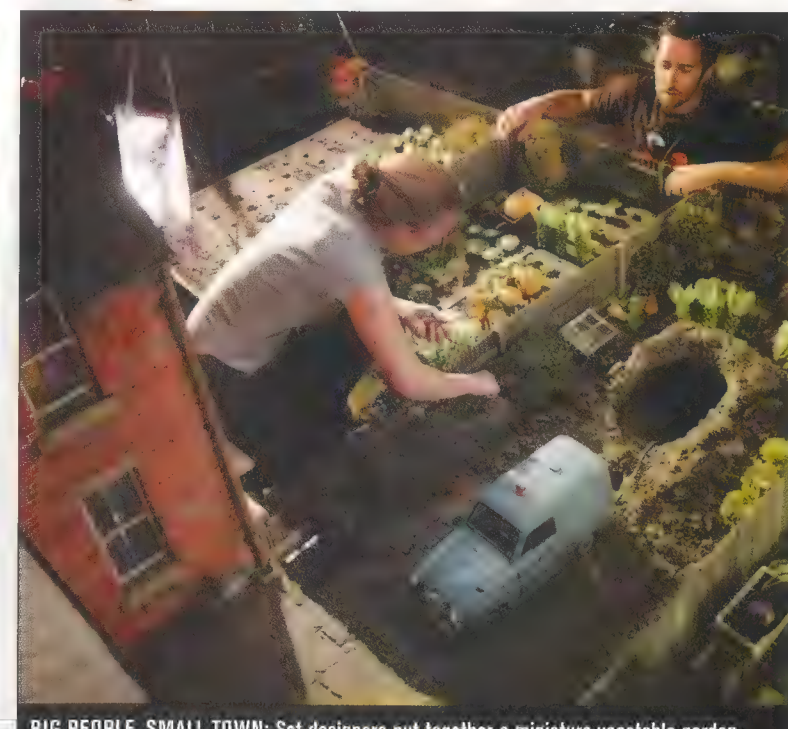
**HARE REMOVAL:** The Bunny Vac-6000.



**CLAY CLONES:** The filmmakers have about 25 copies of both Wallace and Gromit and doubles of all the other characters.



**TAKE FIVE:** The movie took five years to complete from start to finish, including around two years to film it.



**BIG PEOPLE, SMALL TOWN:** Set designers put together a miniature vegetable garden. The humans tower over the characters: Gromit is 5 inches tall, Wallace is 9 inches tall, and the Were-Rabbit is 14 inches tall.





# Light Switch Contest

Real

For the Scary Prank Kit (on pages 35-6), we created two designs to dress up your light switch. For this contest, we'd like to switch things up even more and put you in the designer's seat.

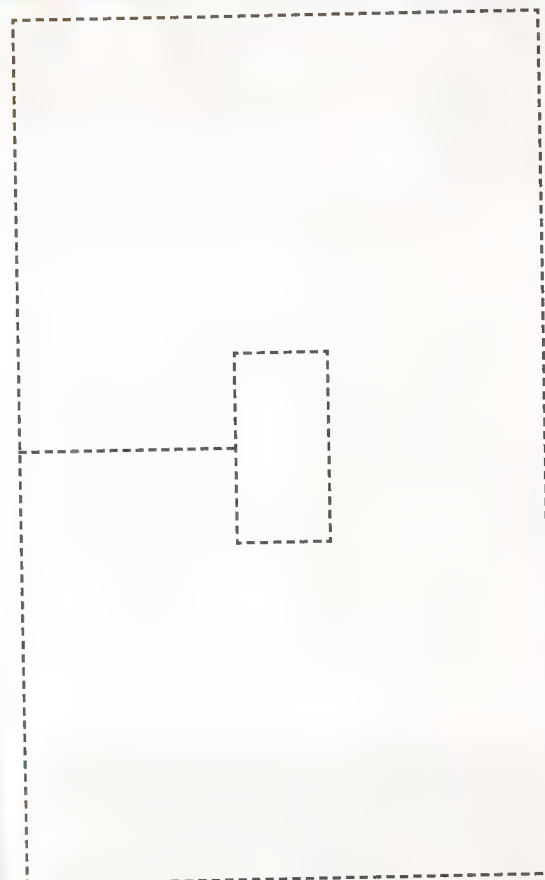
## Here's how to enter:

- 1 Cut out or copy the blank light switch cover at right.
- 2 Come up with your own light switch cover design that includes something funny for both the "on" half and the "off" half of the cover.
- 3 Be sure to include your full name, age, address, and phone number with your entry.
- 4 Mail your entry by October 31, 2005, to:

**LIGHT SWITCH CONTEST**  
**NICKELODEON MAGAZINE**  
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Winners will receive a FLY pentop computer, a Nick Mag T-shirt, and a copy of the video games Nicktoons: Unite! and SpongeBob: Lights, Camera, Pants!

Sorry, we can't return your entries, but we will print our favorites in a future issue. All entries become the exclusive property of NICKELODEON MAGAZINE.



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# October

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
<b>2</b> No Salt Week begins Please don't pass the salt.	<b>3</b> Gwen Stefani, singer, born, 1969 Now we know Gwen to celebrate her birthday.	<b>4</b> RAMADAN BEGINS The Soviet Union launches <i>Sputnik 1</i> , the first space satellite, 1957 When did they launch <i>Sputnik at Nite</i> ?	<b>5</b> American David Kunst completes the first round-the-world journey on foot, 1974 It was quite a feat!	<b>6</b> 	<b>7</b> 	<b>8</b> Four-Alarm Fact #1 Chili was invented in the 1800s, but historians aren't sure who created it or where.
<b>9</b> Fire Prevention Week begins Fire, you're fired!	<b>10</b> COLUMBUS DAY Four-Alarm Fact #2 Chili can be made with or without beans. Chili with beans is most common in the South and the Midwest.	<b>11</b> Four-Alarm Fact #2 Chili can be made with or without beans. Chili with beans is most common in the South and the Midwest.	<b>12</b> Yom Kippur BEGINS National Bring Your Teddy Bear to Work Day Also known as National Get Mocked by Your Coworkers Day.	<b>13</b> Jerry Rice, football player, born, 1962 Throw him a birthday party...and he'll catch it.	<b>14</b> Usher, singer and actor, born, 1978 Get caught up in his birthday.	<b>15</b> Woolly Worm Festival begins in Banner Elk, North Carolina They'll be squirming to get in.
<b>16</b> Annual meeting of the Dressings and Sauces Association begins in Rancho Mirage, California Lettuce celebrate.	<b>17</b> Four-Alarm Fact #3 Cincinnati-style chili is usually eaten as a topping on spaghetti or hot dogs. It was invented by Greek immigrants in the 1920s.	<b>18</b> Russia transfers Alaska to the U.S. for \$7.2 million, 1867 That sealed the deal.	<b>19</b> 	<b>20</b> Four-Alarm Fact #4 The word <i>chili</i> spelled with an <i>i</i> refers to the dish. <i>Chile</i> spelled with an <i>e</i> refers to the pepper.	<b>21</b> 	<b>22</b> André-Jacques Garnerin of France makes the world's first parachute jump, 1797 Was it a leap year?
<b>23</b>	<b>24</b>	<b>25</b> John Francis Dodge, cofounder of the Dodge Automobile Company, born, 1864 Soon his name would appear in Neon.	<b>26</b> Charles William Post, founder of the Post cereal company, born, 1854 Was he born with a silver cereal spoon in his mouth?	<b>27</b> 	<b>28</b> Four-Alarm Fact #5 The best way to cool a burning mouth after eating spicy chili is by drinking milk or eating yogurt or sour cream.	<b>29</b> The first bits of data are transmitted over the Internet, 1969 It was probably just spam.
<b>30</b>	<b>31</b> HALLOWEEN					



# INSIDE NICK

News From Nickelodeon | OCTOBER 2005

## Let's Just Play Giveaway!

**You could win \$5,000 for your school or neighborhood!**

Maybe your school or local playground has very old equipment, or your Little League team really needs new uniforms. With the help of your teachers and parents, you can enter the Let's Just Play Giveaway for the chance to win \$5,000 for school or community programs! At least 20 winners will be selected at random each month through May 2006.

### How to Enter:

Before you do anything, be sure to get a parent's or guardian's permission. You must be between 6 and 15 years old as of May 31, 2006. Then enter by doing **ANY** one of the following:

- \* Fill out and send in the entry form provided at right.
- or
- \* Print out an official entry form from **nick.com**, complete it, and mail it in.
- or
- \* Send a handwritten postcard that is at least 3.5" x 5" to the address listed at right with your complete name, address, city, state, zip code, daytime phone number, age, an adult contact name and signature, plus the name and address of the school or organization you want to help.

On the postcard, tell us the top three things your school or community organization needs in order to give you more opportunities to play. Send your postcard to: NICKELODEON'S LET'S JUST PLAY GIVEAWAY, PO BOX 10850, ROCHESTER, NY 14610.

You can enter as many times as you like, but each entry must be handwritten and mailed separately.

**DEADLINE: May 31, 2006**

**Let's Just Play** is Nickelodeon's nationwide campaign to help you lead active, healthy lives. As part of Let's Just Play, Nickelodeon provides resources to schools and local community-based organizations that encourage kids to be active.

Check [www.everythingnick.com](http://www.everythingnick.com) for suggestions on how you could use the awarded funds.

### Eligible Recipients

Kids 6 to 15 years old as of May 31, 2006, can apply for their after-school, community-based organizations with 501(c)(3) status and their public and non-profit private elementary and middle schools, grades K-9. Nickelodeon's Let's Just Play Giveaway program is committed to reaching the broadest and most diverse group of funding candidates possible. We encourage entries from urban, rural, and suburban areas, and from small and large community-based organizations serving all ethnicities.

### Nickelodeon's Let's Just Play Giveaway

#### Subject to Official Rules

No purchase necessary to enter or win. Void where prohibited or restricted by law. Sweepstakes open only to legal residents of the United States between the ages of 6 and 15 years of age as of May 31, 2006. Sweepstakes begins 8/1/05 and ends 5/31/06 ("Promotional Period").

TO ENTER: i) Print your complete name, address, city, state, zip code, daytime phone number, age, top three reasons why your school or club needs more play, school or organization name, address of school or organization, school or organization contact name and signature on a 3.5" x 5" postcard or ii) complete an official entry form available at [www.nick.com](http://www.nick.com), [www.everythingnick.com](http://www.everythingnick.com), or [www.letsjustplay.com](http://www.letsjustplay.com) and mail one of the above forms of entry to: Nickelodeon's Let's Just Play Giveaway, PO Box 10850, Rochester, NY 14610.

Odds of winning depend upon the number of eligible entries received at the time of the drawing. See Official Rules available on [www.nick.com](http://www.nick.com), [www.letsjustplay.com](http://www.letsjustplay.com), or [www.everythingnick.com](http://www.everythingnick.com), or by sending a SASE to Nickelodeon's Let's Just Play Giveaway, 1515 Broadway, 39th Floor, New York, NY 10036.

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Real

## Worldwide Day of Play!

**Saturday, October 1**, is Nick's second annual Worldwide Day of Play! From 12 to 3 PM, *no shows* will air on Nick, so take that time (on top of any time you might normally play) to go out and get active!

Perhaps walk the dog.

Then from 3 to 8 PM, TEENick stars will celebrate the Worldwide Day of Play. Tune in to see the stars at play, meet some recent Giveaway winners, and catch a Nicktoons marathon.

For more information about Let's Just Play, including ideas and tips, check **nick.com**.

TO ENTER, JUST CUT OUT THE ENTRY FORM BELOW, FILL IT OUT, AND MAIL IT TO:

NICKELODEON'S LET'S JUST PLAY GIVEAWAY  
PO BOX 10850  
ROCHESTER, NY 14610

YOUR NAME: \_\_\_\_\_

DATE OF BIRTH: \_\_\_\_\_

ADDRESS: \_\_\_\_\_ APT. #: \_\_\_\_\_

CITY: \_\_\_\_\_

STATE: \_\_\_\_\_ ZIP CODE: \_\_\_\_\_

PHONE NUMBER: \_\_\_\_\_

Top three things your school or community organization needs in order to give you more opportunities to play:

1. \_\_\_\_\_

2. \_\_\_\_\_

3. \_\_\_\_\_

**STOP! Please have a teacher, principal, or after-school program director fill out all the information below!**

NAME OF SCHOOL OR 501(C)(3) ORGANIZATION (E.G., AFTER-SCHOOL CLUB): \_\_\_\_\_

ADDRESS: \_\_\_\_\_

CONTACT NAME AND TITLE: \_\_\_\_\_

I acknowledge that: \*Kids need more play!

\*If this application is a winner, we will use the funds for physical or active play.

\*This school or club will support Worldwide Day of Play.

SIGNATURE: \_\_\_\_\_ DATE: \_\_\_\_\_



# Blaze Through This Maze

Danny Phantom's "Ultimate Enemy" special airs on Friday, September 16, at 8 PM.

Using a pencil, help Danny Phantom get through this maze of his deadliest foes. He needs to go past all nine villains in order from weakest to strongest without backtracking or crossing over his own path. Hints: There is only one path that takes Danny from START to FINISH. The fourth villain in order from weakest to strongest is Valerie Grey. **Solution on page 97.**



Nick  
LET'S JUST PLAY

## Let's Just Play: On the Move

Dawn Staley is a guard for the Houston Comets in the WNBA. She also coaches women's basketball at Temple University in Philadelphia, Pennsylvania. We passed her a few questions.

**NICKELODEON MAGAZINE:** What part of your workout do you look forward to the most?

**DAWN STALEY:** I look forward to having a little perspiration on me—that's what gets me going.

**Do you have any tricks for making a workout go well?**

I like to be organized—I break down my workout according to how hard it is. Once something that's really hard to do is over, I have more energy and enjoy the rest of my workout.

**What was your favorite game to play outside when you were a kid?**

Basketball. But I also played tag, softball,



baseball, and tackle football with the guys.

**Were these organized sports in your community?**

No. They were organized to a certain degree between neighborhoods, but there wasn't a league. It was more just going outside and playing.

**Did you ever make up your own rules to games?**

I did it all the time—that way, I would always win!

**Did it work?**

No, not *all* the time. I'm pretty fair, but I like to win. [laughs] □

Real

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## INSIDE NICK CONTINUED

Real

### Wring in the New Season

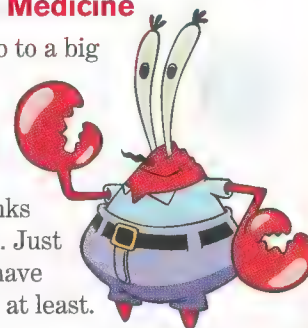


This October, **SpongeBob SquarePants** will rock your Friday nights with the following new episodes.  
by Frank Pittarese

#### Sometimes Laughter Is Not the Best Medicine

After greedy Mr. Krabs sells the Krusty Krab to a big corporation, he gets so bored that he goes back to work there—as a busboy. Can SpongeBob and Squidward help the cranky crustacean get his restaurant back?

Also, tragedy strikes when SpongeBob thinks he has a potentially fatal laugh-related illness. Just a giggle will make his laugh box explode! So have some sympathy and try not to laugh—at him, at least.



#### A Big Screen and a Big Scheme

SpongeBob is psyched to find out that the story of Mermaid Man and Barnacle Boy is being made into a movie. However, he's not so psyched to find out that the flick will star two younger actors who are nothing like the real heroes. Mr. SquarePants plans to set things right by making his own film, starring the *real* undynamic duo.

Meanwhile, Mr. Krabs's mom has a new boyfriend—Plankton! Krabs decides to break up that fishy relationship before he winds up with the world's tiniest (and most evil) stepfather.



#### Pieced Together

After getting knocked on the head, Patrick goes from a not-too-bright star to a supersmart star. But now that he's more quick-witted, he seems finished with having fun and telling jokes. Will Patrick ever be the same again?

Then, a disastrous science experiment merges SpongeBob and Squidward into one big, annoying creature. It's up to Sandy Cheeks to reverse the process and end this combined catastrophe!



New episodes of *SpongeBob SquarePants* will air on Friday nights in October. Details are subject to change. Check [nick.com](http://nick.com) for details.

## What's New on Nick



#### All Grown Up

Monday, October 10

When Susie is selected to perform in a parade in New York City, the kids and their moms hop into an old RV and get going on a road trip. It doesn't take long for the group to get separated. Will they find one another in time to get Susie to her performance?



#### Nick News Adventure: The Great Wave Train

Sunday, October 23

A group of kids braves the Colorado River and learns rafting tricks and techniques. The adventurers will have to conquer many of their own fears as they hike through canyons and camp out on the beach.

#### Catcratch

Friday, October 28

When Blik decorates the cats' mansion for Halloween, he does such a good job that real aliens think it's their own mother ship and end up launching it into outer space—with the cats inside. Tune in to find out if they make it home in one piece—or if they make it home at all.



Dates are subject to change. Check [nick.com](http://nick.com) for details.

#### Nick.com News

##### Danny Phantom

Try your hand at Danny Phantom's Ultimate Enemy Face-Off, where you can build your own Ultimate Enemy and then battle against other kid-created ghosts.



**CORRECTION**

In last issue's Inside Nick, we said that Daran Norris, who plays Gordy the Janitor on *Ned's Declassified School Survival Guide*, voices Timmy on *The Fairly OddParents*. He is actually the voice of Timmy's dad. (Tara Strong voices Timmy.) Hey, Wanda, we wish to get our facts straight next time.

**Dream On**  
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The NEW GAME from  
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# Tak Is Back

Tak the feather-wearing shaman is back in his third adventure, Tak: The Great Juju Challenge, for GameCube, PS2, Xbox, Game Boy Advance, and Nintendo DS. **TROY LEAVITT**, the project manager for the console versions of the game, told us about the non-Juju challenges of making Tak 3. **by Scott Steinberg**



**NICKELODEON MAGAZINE: What's this new Tak adventure about?**

**TROY LEAVITT:** Every sixty years, rival tribes come together to see who's the fastest. Tak and Lok are chosen to represent the Pupanunu. They're competing for the favor of the Moon Juju. It's like a goofy Olympics.

## Where did the idea for the game come from?

We didn't want another epic quest with big bad guys. It happens that we're great fans of *The Amazing Race*, and we thought it would be possible to bring elements of that show into a platform game.



**TUSK, TUSK:** Tak rides a woolly mammoth (above) in the Parchlands, Troy's favorite level. The game play starts with lots of action, then switches to puzzle solving.

## So how do you play Tak 3?

As you go through the game, you're rated on your performance—primarily on how quickly you can make it through each level. After every three levels, there's a demolition derby. You pick a vehicle and try to do as much damage to the other teams as possible. If you're in first place, you can pick the best car. But you can always play levels over again to improve your standing.

## How do you come up with ideas for different stages?

We start by thinking about fun animals that we'd like to feature. Then we think of what environments they would inhabit, and we design stages around them.



Real



## JOINING FORCES:

In two-player mode, one person plays as Tak (near right) and the other as Lok (far right). Players must work together to beat each level.



And avoid the agony of defeat.

## What are some of the gags involving animals this time around?

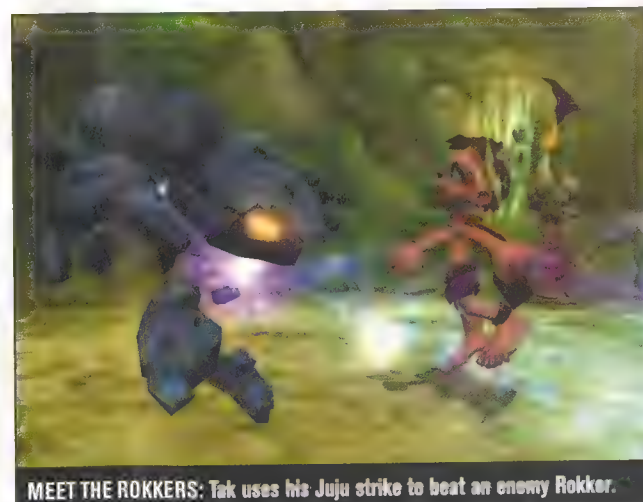
First, there's this gorilla, Vanessa. She really, really likes Lok. She's always trying to grab him and run off. The orangutan from the original Tak is back, too.

## TROY'S TOP TIP

"The final destruction derby is really tough. Make sure you pick the most powerful car. (Hint: It's shaped like a rhino.) It deals the most damage."

## Were there any ideas for this game that you liked but had to cut out?

There was a level starring a flying pig—the "pigasus." But we never seemed to get the action to work quite right. □



**MEET THE ROKKERS:** Tak uses his Juju strike to beat an enemy Rokker.

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# He's the PokéMAN



Real

**NICKELODEON MAGAZINE:** When did you first start playing Pokémon?

**CHRIS DARLING:** I started playing when the first video game came out, seven years ago.

**Why do you like Pokémon so much?**

I like the whole idea of catching and collecting. I always collected rocks and other things when I was younger.

**Since you were originally just a runner-up for the championship finals, did you have much time to prepare?**

No. [I was invited to the finals with just a few days' notice.] I had only Wednesday night,

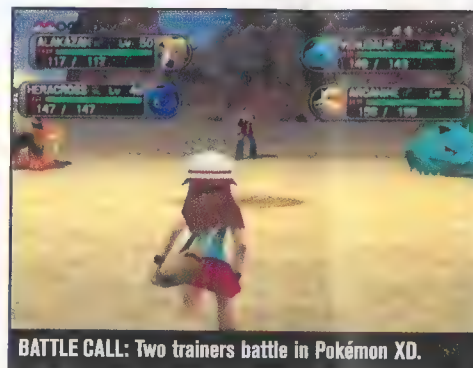
Thursday, and Friday to set up a team of six characters up to a level of one hundred.

**Wow. So did you play nonstop?**

Yes. I slept a little bit Thursday night and two hours on Friday night. We had a six-hour plane ride to Seattle, and I was playing the entire time. My batteries were almost dead when I got there.

**There's a new game, Pokémon XD, coming out this month. Do you have any strategies for mastering a new game?**

First I do a quick run through the game, just to see what it's like and decide which characters I'll want to catch later. Once I've beaten the



BATTLE CALL: Two trainers battle in Pokémon XD.

In April, 20-year-old **CHRIS DARLING** of Orlando, Florida, won the Pokémon Emerald Frontier Battle, a Pokémon Emerald championship, in Seattle, Washington. The prize is a trip for three to Japan, including a visit to the Pokémon theme park. We collected tips from Chris on being a Pokémon champ. by Matthew Hawkins

game, then I go back and play again, making teams that are good for the characters in that game.

**Has being good at Pokémon been helpful for anything else in your life?**

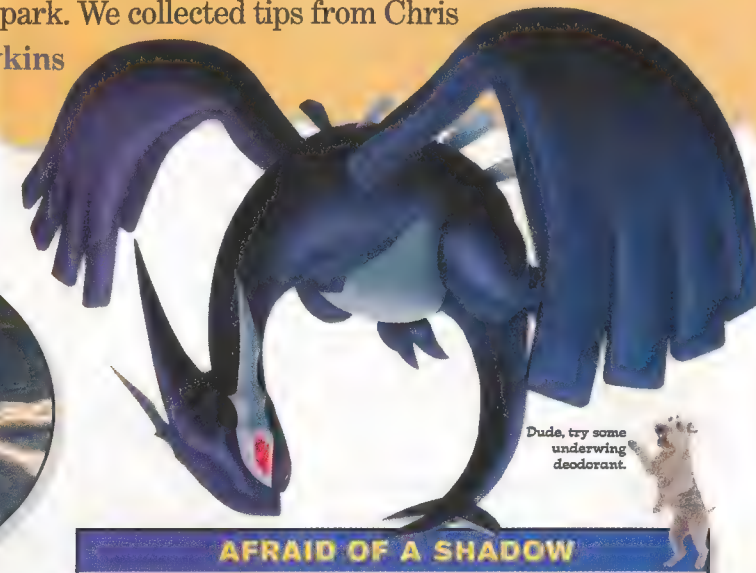
Yeah, I've gotten better with math skills. And I'm pretty good with remembering how things work in a certain order.

**What's the secret to becoming a Pokémon champ?**

Just keep playing. [laughs] I played so much that I basically knew all the types and what would work against each character. □



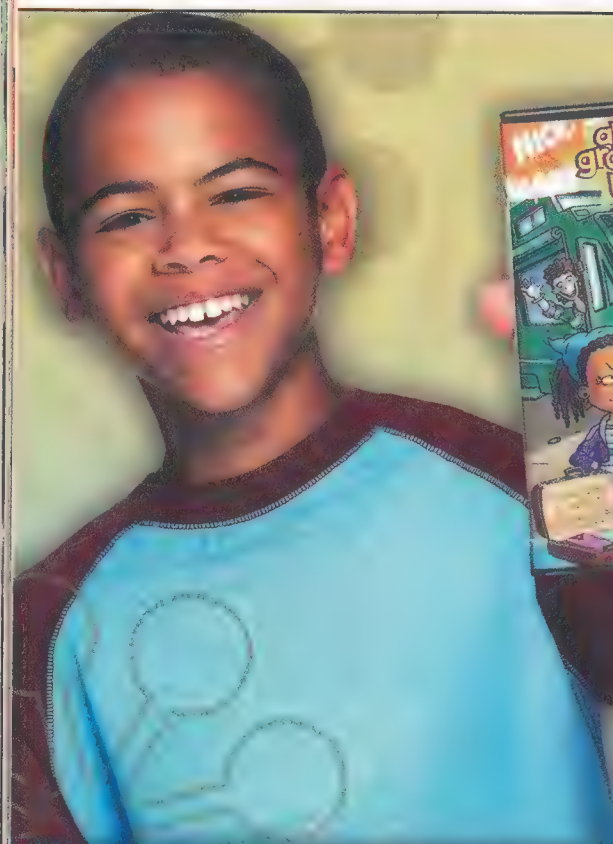
A BOLT MOVE: Jolteon uses a Thundershock attack in Pokémon XD.



Dude, try some underwing deodorant.

## AFRAID OF A SHADOW

Pokémon XD: Gale of Darkness, a new 3D game for the GameCube, features Shadow Pokémon (like Shadow Lugia, above). These creatures are used for evil deeds—until you catch and purify them. (You can also import your Pokémon from Game Boy Advance games into Pokémon XD.)



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# Gym Class Revolution



**NICKELODEON MAGAZINE: Why did you bring DDR into your class?**

**BOB SOLLEY:** So many kids aren't involved in [physical] activities, and DDR was a way to get kids involved in something that they like.

**How do you use DDR in class?**

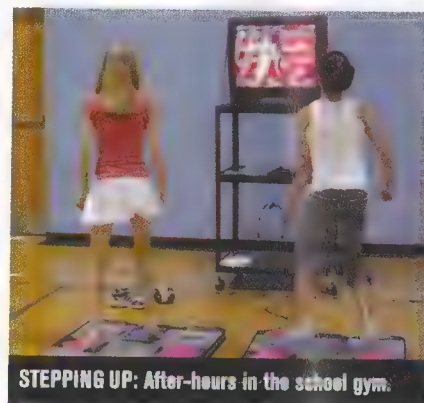
Sometimes we do circuit training, where the students [do different exercises] at six fitness stations for about six minutes each. DDR is one of the fitness stations.

**Do the students like playing a video game in gym class?**

Most of them enjoy it. Some steered

clear of it at first. When it comes to the word *dance*, you have kids who shy away because they're embarrassed.

**Did they improve as they played?** Yes. There's a difference between stomping your foot down and a quick



STEPPING UP: After-hours in the school gym.

touch step. At first, the kids looked like stompers. As time went on, they were dancing.

**How good of a workout can you get using DDR?**

We had a group use DDR for the whole forty-five-minute gym period while wearing pedometers [devices that measure how many steps you take]. They covered between two and two-and-a-half miles' worth of steps.

**Have you noticed any injuries?**

We haven't had any injuries or problems, except maybe some stinky feet. [laughs] □

Don't look at me.



Some gym teachers are using the video game Dance Dance Revolution Extreme (also called DDR) to get students sweating. During a song, gamers must step where on-screen arrows indicate. Phys ed teacher **BOB SOLLEY** and some of his students at Suncrest Middle School in Morgantown, West Virginia, stepped up to talk about it. **by Andrew Brisman**



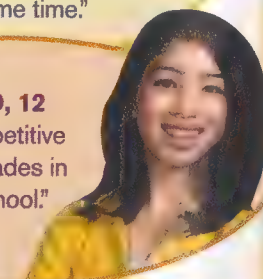
**SARAH ROBINSON, 13**

"The hardest thing is that you can't look down at your feet. Some kids, when they first start, have trouble looking at the screen and doing the footsteps at the same time."



**DENNIS YUCESOY, 13**

"I feel more fit. It helps your legs get strong. Now when I ride my bike, it's easier to go up hills."



**KIM SAVARINO, 12**

"We got pretty competitive because we'd get grades in the game, like in school!"

## Be a DDR Star

Linda Carson, a professor at West Virginia University, is studying the health benefits of playing Dance Dance Revolution. She gave us some tips for getting the most out of the game.

➔ **Hearing the beat is probably just as important as watching where the arrows are going. Tap your foot or touch the side of your thigh to keep the beat when the arrows are not on-screen.**

➔ **Don't stomp. To move faster and get higher scores, just step on the arrow.**

➔ **Do not return your feet to the middle of the pad after every step. When the music becomes faster and more arrows appear, you won't be able to keep up.**

➔ **Don't lift your feet high. The higher you raise your foot, the less time you give yourself to touch the arrow.**

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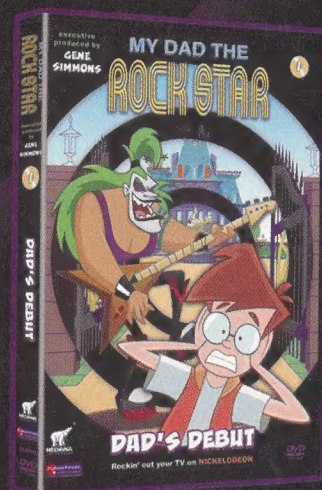
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# Wildlife Products

## Contest Winners from the May issue

In our May issue, we asked you to invent a product or service based on an animal. Here are the ones we went hog wild for.

**Real**

### Winners

#### Hamster'z Hilton

This hotel has large suites, a workout room with plenty of hamster wheels, a tunnel jungle gym for the kiddies, and a pool that covers half of the grounds.

Stacy V., age 13  
Tucson, Arizona

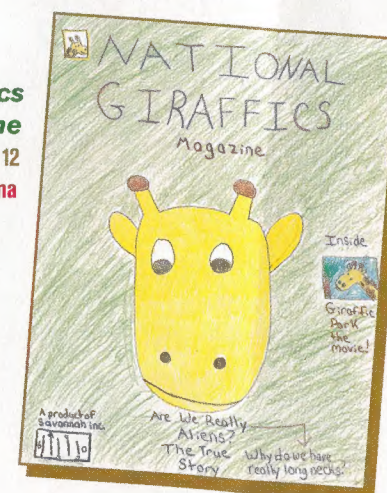


#### Chimps Ahoy! Cookies

Cookies made from real monkeys.  
Jenna P., age 12  
Glassboro, New Jersey

#### National Giraffics Magazine

Kaila B., age 12  
Odenville, Alabama



**CONTINUED**

**NICKELODEON**  
magazine

October 2005  
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They've got a graham cracker crust and crazy cool stripes of chocolate and marshmallow filling. S'Mores Pop-Tarts are crazy good. For more crazy good fun, visit [www.poptarts.com](http://www.poptarts.com).

#### ZATHURA

In this heart-racing sci-fi adventure, two squabbling brothers are propelled into deepest, darkest space while playing a mysterious game they discovered in the basement of their old house. Check out the trailer at [www.nick.com](http://www.nick.com) before Zathura blasts into theaters on November 23, 2005.

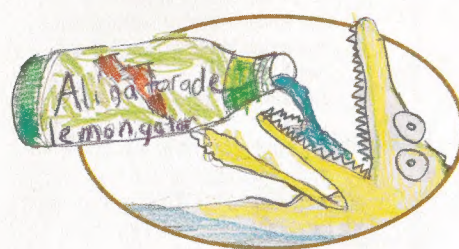
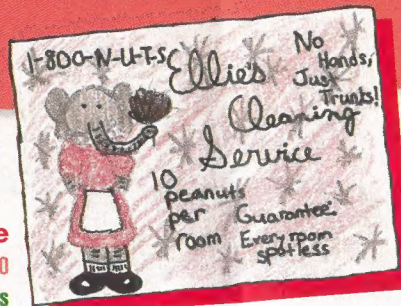




# more Contest Winners

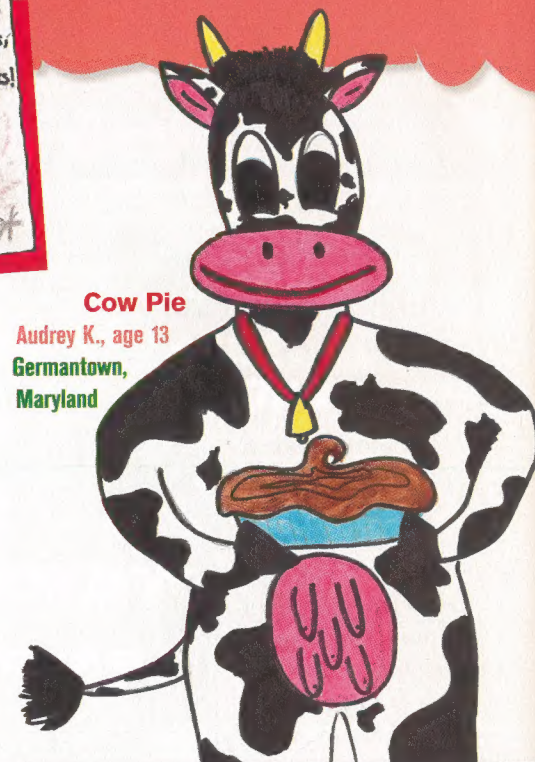
## Honorable Mentions

**Ellie's Cleaning Service**  
Emily B., age 10  
Palos Heights, Illinois



**Alligatorade**  
The drink that bites back.  
Nicholas P., age 10  
Brooklyn, New York

**Evolving Energy Drink**  
Speeds up your evolving speed by 100 percent.  
Michael S., age 12  
Land O'Lakes, Florida



**Cow Pie**  
Audrey K., age 13  
Germantown, Maryland

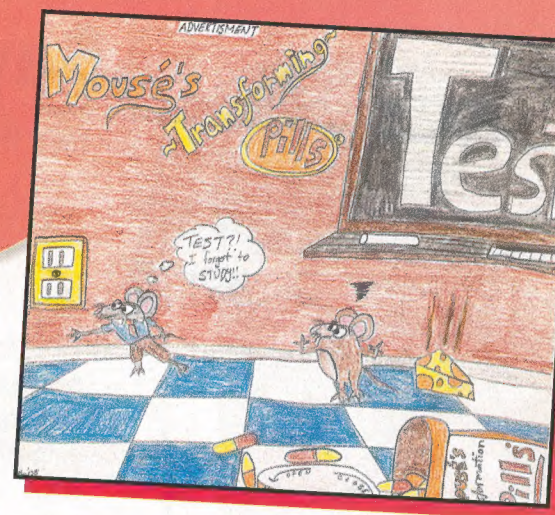


**Buzzy Buzzard's Meat Removing Service**  
We'll come within an hour of your call to remove your nasty meat for one small fee. We also remove roadkill!  
Jenny K., age 14  
New Lenox, Illinois



**Big, Bad Wolf Buffet**  
Craig J., age 12  
Jackson, Michigan

**Mouse's Transforming Pills**  
They turn you into a mouse! See a concert from the front row! Squeeze under a closet and see your birthday present!  
Michael D., age 12  
Andover, New Jersey



**Beaver Building Blocks**  
All you need are your buckteeth! Just chew the blocks and you're on your way to a new home!  
Sandra P., age 13  
Orange, California

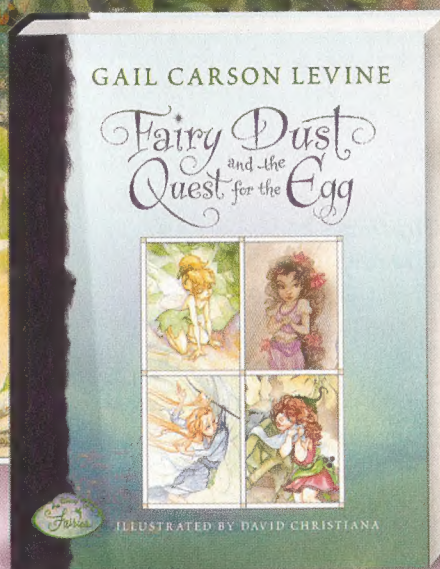


CONTINUED

## Do you know where fairy dust comes from?



Come along with Tinker Bell and her fairy friends to find out where fairy dust comes from—and join the quest to save Never Land.



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Art by David Christiana. Copyright © 2005 Disney Enterprises, Inc. All Rights Reserved.

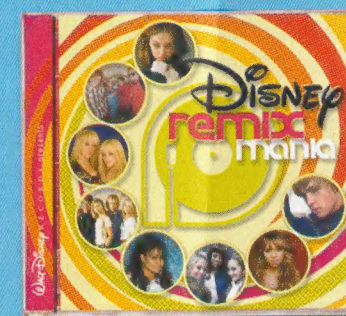
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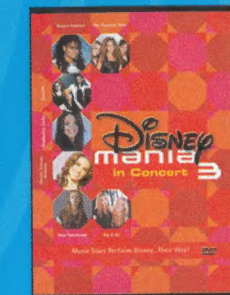
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# Say What? Winners

from the May issue **Real**

**Man speaking:** Hey, your breath smells good.

**Crocodile speaking:** Thanks. The last guy I ate had mints in his pocket.

Cassie P., age 8  
Atlanta, Georgia

**Man speaking:** How does my tan look?

**Crocodile speaking:** Delicious.\*

Gabriel M., age 11  
Rigby, Idaho

**Man speaking:** Want to get a bite to eat?

**Crocodile speaking:** Sure, hold out your arm.

Sara D., age 9  
Hastings, Minnesota

**Man speaking:** I put on sunscreen so I won't end up looking like you.

**Crocodile speaking:** Hey, pal, beauty is only skin deep.\*

Julia R., age 12  
Fort Collins, Colorado

**Man speaking:** So, do you come here often?

**Crocodile speaking:** Oh, yeah, the people are great!\*

Alex R., age 12  
Corvallis, Oregon

**Man speaking:** You need lotion.

**Crocodile speaking:** You need gravy.

Julie K., age 11  
Dixon, Illinois

\*We received several entries like this one.

Thanks for all of your entries. They had bite.

And I ought to know.



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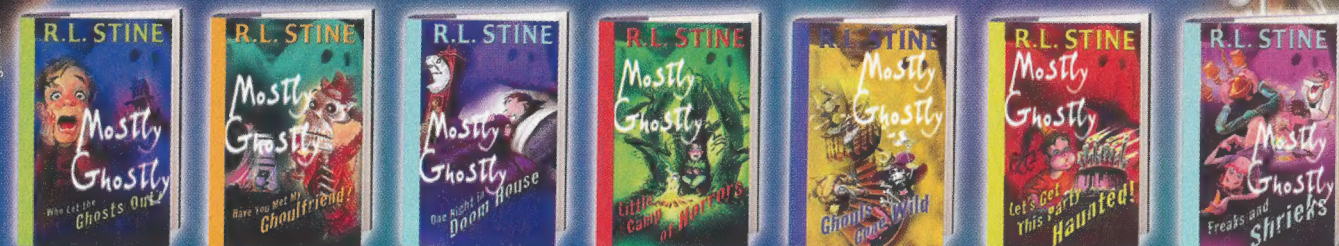
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—The Detroit Free Press

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## Answers

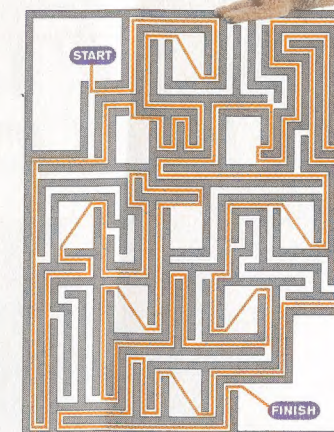
**Real**



**Rachel and Ed's Horrifying Wedding (page 16):** fearbook = yearbook; Sick Mag = Nick Mag; poker slayer = poker player; home stake = home state; Scar Wars = Star Wars; pet bat = pet cat.

**Can You Fear Me Now? (page 28):** 1-F, 2-A, 3-G, 4-B, 5-C, 6-D, 7-E.

**Blaze Through This Maze (page 82):** The villains, in order from weakest to strongest, are Box Ghost, Sidney Poindexter, Lunch Lady, Valerie Grey, Ember, Desiree, Skulker, Technus, and Vlad Plasmus.



## Credits

**PHOTOGRAPHY:** Cover: Courtesy Nickelodeon (SpongeBob, Patrick, and Danny Phantom); MGM Photofest (Wicked Witch); © 2005 Dreamworks Animation (Wallace and Gromit); Cathy Crawford (fingers). **SpongeBob SquarePants** created by Stephen Hillenburg and **Danny Phantom** created by Butch Hartman. **8:** G. Schuster/Photo-AG/zefa/CORBIS (basketball); Lili K/zefa/CORBIS (soccer ball); Getty Images (skateboard); Andrew Macpherson/Nickelodeon (Logan); Cathy Crawford (sand nose). **12:** Jeffrey Mayer/WireImage.com (Majorino); Chris Walter/WireImage.com (Raven); Lester Cohen/WireImage.com (Depp); Steve Granitz/WireImage.com (Jackson); Dimitrios Kambouris/WireImage.com (Fanning); The Kobal Collection (Reeve); The Everett Collection (Leigh); Royalty-Free/CORBIS (banana); courtesy Nickelodeon (Krumm); SuperStock (hobo). **16-7:** Statia Molewski (nuptials). **24-6:** Courtesy Rick Bowersox (caver). **32-3:** Cathy Crawford. **38-9:** Courtesy Full Moon Productions (The Beast); courtesy Lunar Cow Studios (bald guy, coffin outside); courtesy Terror on the Fox (skeletons); courtesy Netherworld (scarecrow); Tyler Gourley (bat statue); courtesy Bates Motel (motel). **61-2:** SIE Productions/zefa/CORBIS (massage); The Kobal Collection (wolfman); Mikhail Hartovski (teeth). **64-6:** MGM/Photofest (ruby slippers, Wicked Witch); Photofest (Charmed); The Kobal Collection (Hart, Hansel and Gretel, Bewitched); Sunset Boulevard/CORBIS SYGMA (Montgomery); © Fine Art Photographic Library/CORBIS (Figures by a Woodland Stream); The Everett Collection (all others); Disney/Walden (The Chronicles of Narnia: The Lion, the Witch, and the Wardrobe). **67-70:** Getty Images (house on "cover"); Galen Rowell/CORBIS (bedroom). **75:** Cathy Crawford. **76-7:** © 2005 Dreamworks Animation. **79:** Philip Gould/CORBIS (man making chili); Royalty-Free/CORBIS (seal); Peter Smithers (rose); Ted Horowitz/CORBIS (firefighter); George Mattei/Envision (chili); Steven Mark Needham/Envision (cereal); Doug Peters/Retna (Usher, Stefani). **83:** © 2005 NBAE (Photo by Bill Baptist/NBAE via Getty Images). **84-5:** Royalty-Free/CORBIS (river); courtesy Nickelodeon (all others). **86:** Courtesy THQ. **88-9:** Courtesy Nintendo of America. **90-1:** Courtesy Jim Savarino. **98:** The Everett Collection. **Page numbers:** Ralph A. Clevenger/CORBIS (spider). All Zelda photographs by Janette Beckman.

**ILLUSTRATION:** **8:** Jay Stephens (letters banner); James Yamasaki (girl); Oksana Badrak (flip-flops); Robert Prince (tune-in TV). **11:** M. Wartella (masthead). **16-7:** Pat Moriarty (cute to brute); Michael Slack (haunted school); Johnny Ryan (Halloween is over). **18:** Ward Sutton. **20:** Josh Neufeld. **35-6:** Rick Altermatt (warning sign); Andrew Brandou (light switch); Bwana Spoons (tooth ogre); Eric Powell (menu). **41:** Colleen Coover (cover); Jef Czekaj (dancing plant). **43-54:** Elena Steier (Halloween strips across the bottoms of the pages). **54:** Bill Alger, Doug Bratton (monsters under bed); Evan Dorkin and Sarah Dyer (frog); Johnny Ryan (roach ghosts); Karen Sneider (goldfish movie). **57-9:** Tomer Hanuka. **61-2:** Dean Haspiel (glue trap); Rodica Prato (mummy, dog). **67-70:** David Coulson (section headings); Caitlin Keegan (ghost icons); R. Sikoryak (gag cartoon, zombies); Natasha Tibbott/Our Designs (army knife, pine box derby); James Yamasaki (ghosts, ghost academy, skeleton). **84-5:** Robert Prince (tune-in TVs).

**OTHER CREDITS:** Paul Tutrone and KC Witherell helped design this issue. **12:** Margie Barron interviewed Raven; Stephen Schaefer interviewed Johnny Depp; Gerri Miller interviewed all others. **32-3:** Special thanks to Clare Crespo for letting us adapt her recipe. Look for her new book, *Hey There, Cupcake!* Thanks to recipe model Max Weitz. **75:** Thanks to models Joe Hart and Megan Winchell. **78:** Special thanks to THQ for the video game prizes and to Quantum X Team for providing us with the FLY pentop computers to give away as prizes. For more information on the FLY, go to [www.liveonthe-fly.com](http://www.liveonthe-fly.com). **82:** Steve Ryan designed the maze.

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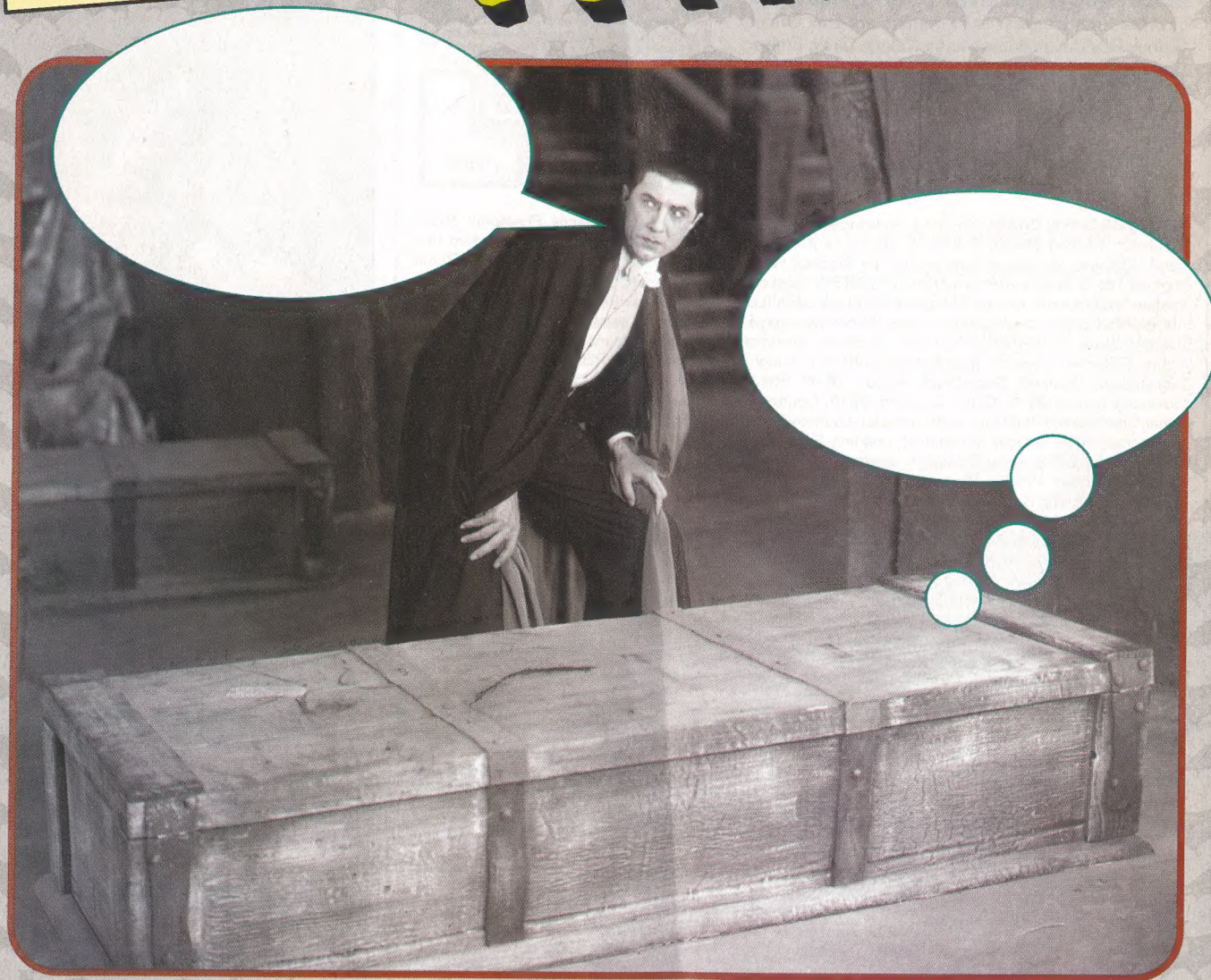


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